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THE

CHESS-PLAYER'S

Companion:

COMPRISING A

NEW TREATISE ON ODDS,

AND A

COLLECTION OF GAMES

CONTESTED BY THE AUTHOR WITH VARIOUS DISTINGUISHED PLAYERS

DURING THE LAST TEN YEARS;

INCLUDING

THE GREAT FRENCH MATCH WITH MONS. ST. AMANT;

TO WHICH ARE ADDED

A SELECTION OF NEW AND INSTRUCTIVE PROBLEMS.

BY

HOWARD STAUNTON, ESQ.,

AUTHOR OF THE CHESS-PLAYER'S HANDBOOK, ETC

LONDON:

HENRY G. BOHN, YORK STREET, COVENT GARDEN.

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PREFACE.

The unprecedented success of the Author's previous attempt, in "The Chess Player's Handbook," to facilitate the study of a game mistakenly supposed to be of difficult mastery, has led to the production of the present work. As it is an essential sequel to its predecessor, he trusts it will be received with equal favor, and in that hope lays it before the public.

In the former Treatise the writer confined himself exclusively to the consideration of opening and end-games where no odds were yielded, and in accordance with the practice of other authors, he commenced with the analytical examination of the first moves in attack and defence, illustrating them as he proceeded by examples from the contests of distinguished players. In this, on the contrary, his attention has been chiefly directed to the exposition of openings where one party gives odds; and he has attempted to diversify the prescriptive routine in books of the kind by beginning with the games which have been actually played, and leading the student through them to the more laborious, though to many not less attractive, task of theoretical analysis. With this object, he has brought together the majority of recorded games contested by him during the past ten years with the leading players of the time. These comprise many eminently instructive examples where a Rook or a Knight are given, and a large and varied collection at the favourite odds of the Pawn and Two Moves, and the Pawn and Move.

In addition to the games at odds are many notable *parties* upon even terms, including those of the celebrated French Match and the matches with Messrs. Cochrane, Popert, Hor-

witz, &c. To these has been added a copious treatise upon every description of odds at Chess which the genius of players, in various ages, has devised to obviate the inequality of skill between competitors. As the greater part of these odds are scarcely known by name to the younger players of the present day, and of those that are in general use, the information obtainable from books is acknowledged to be so erroneous or so confused, as to be more dangerous than serviceable, the Author permits himself to hope that this treatise will remove one great impediment to the progress of the learner, and contribute to render the work indispensably,—"THE CHESS PLAYER'S COMPANION."

H. S.

London,
March, 1849.

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The Chess Player's Companion.

BOOK I.

CHAPTER I.

GAMES PLAYED AT THE ODDS OF THE QUEEN'S ROOK.

Game I.

IN THIS AND THE THREE FOLLOWING GAMES THE AUTHOR GAVE HIS QUEEN'S ROOK TO A STRONG PLAYER OF THE LONDON CHESS CLUB.

(Before attempting to play over these games the reader must remove White's Queen's Rook from the board.)

[Evans' Gambit.]

White. (Mr. S.)	Black. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. P. to Q's 4th.	6. P. takes P.
7. P. to K's 5th.*	7. P. to Q's 3rd.†
8. Q. to her Kt.'s 3rd.	8. Q. to K's 2nd.
9. Castles.	9. P. takes K. P.
10. Q. B. to Q. R's 3rd.	10. Q. to K. B's 3rd.
11. Q. Kt. to Q's 2nd.	11. Q. to K. Kt.'s 3rd.

* This variation of the Evans' Gambit requires to be carefully answered, or the first player obtains a very powerful attack.

† P. to Q's 4th is much more effective.

12. K. Kt. takes K. P.	12. Q. Kt. takes Kt.
13. Q. to her Kt.'s 5th (ch.)	13. Q. Kt. to Q. B's 3rd.
14. R. to K's sq. (ch.)*	14. B. to K's 3rd.
15. Q. takes Q. Kt. P.	15. R. to Q's sq.
16. Q. takes Kt. (ch.)	16. R. to Q's 2nd.
17. Q. to her R's 8th (ch)	17. R. to Q's sq.
18. B. to Q. Kt.'s 5th (ch.)	18. P. to Q. B's 3rd.
19. B. takes P.	

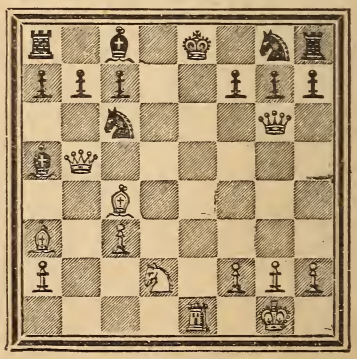
Mate.

* The same attack and a position almost identical arises from the Scotch Gambit.

1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
8. P. to Q's 4th.	3. P. takes P.
4. B. to Q. B's 4th.	4. B. checks.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. B. to Q. R's 4th.
7. P. to K's 5th.	7. P. to Q's 3rd.
8. Q. to her Kt.'s 3rd.	8. Q. to K's 2nd.
9. Castles.	9. P. takes K. P.
10. B. to Q. R's 3rd.	10. Q. to K. B's 3rd.
11. Q. Kt. to Q's 2nd.	11. Q. to K. Kt.'s 3rd.
12. K. Kt. takes P.	12. Kt. takes Kt.
13. Q. to Kt.'s 5th (ch.)	13. Q. Kt. to B's 3rd.
14. R. to K's sq. (ch.) &c.	

The situation at this point, it will be seen, is precisely the same with the exception of Black having in the Evans' opening a Pawn at his Q's 5th.

BLACK.



WHITE.

Game II.

Between the same opponents.

[Evans' Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt.'s 3rd.
9. B. to Q. Kt.'s 2nd.	9. K. Kt. to B's 3rd.
10. P. to Q's 5th.	10. Q. Kt. to Q. R's 4th.
11. P. to K's 5th.	11. P. takes P.
12. Q. B. to Q. R's 3rd.	12. Q. Kt. takes K. B.
13. Q. to her R's 4th (ch.)	13. Q. B. to Q's 2nd.*
14. Q. takes Kt.	14. P. to K's 5th.
15. Q. Kt. to B's 3rd.	15. P. to Q. B's 4th.†
16. P. takes P. (in passing)	16. Q. B. takes P.
17. K. Kt. to K's 5th.	17. Q. to her B's 2nd.
18. Q. Kt. to Q. Kt.'s 5th.	18. B. takes Q. Kt.‡
19. Q. takes B. (ch.)	19. Kt. to Q's 2nd.
20. R. to Q's sq.	20. R. to Q's sq.
21. Kt. takes K. B. P.	21. K. takes Kt.
22. Q. to her Kt.'s 3rd (ch.)	22. K. to his B's 3rd.
23. R. to Q's 6th (ch.)	23. K. to his Kt.'s 4th.
24. Q. to her 5th (ch.)	24. K. to B's 5th.
25. P. to Kt.'s 3rd (ch.)	25. K. to Kt.'s 5th.
26. P. to K. R's 3rd (ch.)	

And mates next move.

* He should have challenged an exchange of Queens, by interposing his Queen instead of the Bishop.

† Taking the K. Kt. would have brought the Rook into play against the King.

‡ Better to have taken the K. Kt. with his Q., although the attack would still have been overpowering.

Game III.

Between the same players.

[Muzio Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt.'s 5th.
5. B. takes K. B. P. (ch.)*	5. K. takes B.
6. Kt. to K's 5th (ch.)	6. K. to his sq.
7. Q. takes P.	7. Q. to K. B's 3rd.†
8. P. to Q's 4th.	8. Q. Kt. to B's 3rd.
9. Q. to K. R's 5th (ch.)	9. K. to K's 2nd.
10. Q. Kt. to B's 3rd.	10. Q. Kt. to his 5th.‡
11. Castles.	11. B. to K. R's 3rd.
12. P. to Q. R's 3rd.	12. P. to Q. B's 3rd.§
13. P. takes Kt.	13. P. to Q's 3rd.
14. K. Kt. to Q's 3rd.	14. Q. takes Q. P. (ch.)
15. K. to R's sq.	15. Q. B. to K's 3rd.
16. P. to K's 5th.	16. P. to Q's 4th.
17. Kt. takes K. B. P.	17. K. B. takes Kt.
18. R. takes B.	18. Q. to her Kt.'s 3rd.
19. Kt. to Q. R's 4th.	19. Q. to her B's 2nd.
20. Kt. to Q. B's 5th.	20. Q. to her B's sq.
21. Q. to K. Kt.'s 5th (ch.)	21. K. to his sq.
22. Q. to K. Kt.'s 7th.	

And Black resigned.

Game IV.

Between the same players.

[Muzio Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.

* This variation on the Muzio Gambit is examined in the Chess Player's Handbook, page 295. It may be adopted against an inferior player when large odds are given, but is not so favourable an opening for attack as the ordinary Muzio.

† Not so good as Kt. to K. B's 3rd.

‡ His only move to prevent the fatal consequences of White's playing Q. Kt. to Q's 5th.

§ He evidently dared not retreat his Kt.

3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt.'s 5th.
5. P. to Q's 4th.*	5. P. takes Kt.
6. Castles.	6. P. takes K. Kt. P.†
7. B. takes K. B. P. (ch.)	7. K. takes B.
8. Q. to K. R's 5th (ch.)	8. K. to Kt.'s 2nd.
9. R. to K. B's 2nd.	9. B. to K's 2nd.
10. B. takes P.	10. P. to K. R's 3rd.‡
11. P. to K's 5th.§	11. Q. Kt. to B's 3rd.
12. B. to K. Kt.'s 5th.	12. Q. to K. B's sq.
13. B. to B's 6th (ch.)	13. Kt. takes B.
14. R. takes P. (ch.)	

And Black abandoned the game.

Game V.

PLAYED BY THE AUTHOR WITH MR. W., A MEMBER OF THE LONDON CHESS CLUB.

(In this and the next game, remove White's Queen's Rook from the board.)

[Giuoco Piano.]

WHITE. (Mr. S.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. to Q's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. to Q. Kt.'s 4th.‖	6. B. to Q. Kt.'s 3rd.
7. P. takes P.	7. K. Kt. to B's 3rd.¶
8. Q. Kt. to B's 3rd.	8. P. to K. R's 3rd.

* Another variation of the Muzio Gambit, which for some time was thought irresistible, but is not now considered quite so strong as the old method of continuing the attack, by Castling at the 5th move. The reader will find it fully treated of with many ingenious developments in the "Handbook."

† P. to Q's 4th, followed by Q. B. to K. Kt.'s 5th, is a better mode of play.

‡ If K's Kt. to B's 3rd., mate follows in three or four moves.

§ B. takes Q. B. P. looks promising, but is not really so good as the move in the text.

‖ To prevent Black checking, and thus avoid an exchange of Pieces, when White has taken the P. at his Q's 4th.

¶ Had he taken the Q. Kt. P., White would have won a Piece, by Q. to her R's 4th (ch.) and then P. to Q's 5th.

9.	Castles.	9. Castles.
10.	P. to Q. Kt.'s 5th.	10. Q. Kt. to K's 2nd.
11.	Q. to her 3rd.	11. Q. Kt. to K. Kt.'s 3rd.
12.	P. to K's 5th.	12. P. to Q's 4th.*
13.	K. B. to Q. Kt.'s 3rd.	13. K. Kt. to R's 2nd.
14.	Q. Kt. takes Q. P.	14. P. to Q. B's 4th.
15.	Q. takes Q. Kt.	15. P. takes Q.

And White gave mate in two moves.

Game VI.

Between the same players.

[Double Gambit.]

	WHITE. (Mr. S.)	BLACK. (Mr. W.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3.	P. to Q. Kt.'s 4th.	3. B. takes Kt. P.
4.	P. to K. B's 4th.	4. P. to Q's 4th.
5.	B. takes Q. P.	5. K. Kt. to B's 3rd.
6.	P. to Q. B's 3rd.	6. Kt. takes B.
7.	P. takes Kt.	7. B. to Q's 3rd.
8.	K. Kt. to B's 3rd.	8. P. takes P.†
9.	Castles.	9. Q. B. to K. Kt.'s 5th.
10.	P. to Q's 4th.	10. Castles.
11.	P. to Q. B's 4th.	11. P. to Q. B's 4th.
12.	Q. Kt. to B's 3rd.	12. P. takes P.
13.	Q. Kt. to K's 4th.	13. P. to K. B's 4th.
14.	Kt. takes B.	14. Q. takes Kt.
15.	Q. takes P.	15. B. takes Kt.
16.	R. takes B.	16. Q. Kt. to B's 3rd.
17.	Q. to her B's 3rd.	17. Q. to B's 4th (ch.)
18.	K. to R's sq.	18. Kt. to Q's 5th.
19.	B. to R's 3rd.	19. Q. to her Kt.'s 3rd.
20.	B. to Kt.'s 2nd.	20. Q. R. to K's sq.
21.	P. to K. R's 3rd.	21. R. to K's 5th.‡

* The only move apparently to avoid the loss of one of his Knights.

† P. to K's 5th would have been useless, on account of Black's being enabled to check with his Q. at her R's 4th, and then take it.

‡ Where such enormous odds as a Rook are given, it must frequently happen, that the player with the superior forces might, if he were awake to the opportunity, relieve himself from a dangerous attack and turn the tables on his opponent by a judicious sacrifice of one of his men. The

22. R. to Q's 3rd.	22. R. to K's 8th (ch.)
23. Q. takes R.	23. Q. takes B.
24. Q. to her sq.	24. Kt. to K's 7th.
25. R. to Q's 2nd.	25. Kt. checks.
26. K. to R's 2nd.	26. Q. takes R.

And White resigned.

Game VII.

WITH ANOTHER METROPOLITAN PLAYER.

(Black's Queen's Rook must be removed from the board.)

[Evans' Gambit.]

BLACK. (Mr. S.)	WHITE. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. B. to Q. Kt.'s 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. to K's 5th.	8. P. to Q's 4th.
9. P. takes P. (in passing)	9. Q. takes P.
10. Q. B. to Q. R's 3rd.	10. K. B. to Q. B's 4th.
11. K. B. takes K. B. P. (ch.)*	11. K. takes B.

present is an instance of the kind. If instead of trying to save a Piece, Black had boldly given one up, he must have won directly (*e. g.*):—

WHITE.	BLACK.
	21. R. to K's 8th (ch.)
22. Q. takes R.	22. Kt. takes R.
23. P. takes Kt.	23. Q. takes B., &c.

He might even have sacrificed his Queen and won the game. For suppose,

	21. Q. takes B.
22. Q. takes Q.	22. Q. R. to K's 8th (ch.)
23. R. to K. B's sq. (best)	23. R. takes R. (ch.)

(If 23. K. to R's 2nd, the Kt. takes the R. (ch.), and that followed by K. R. to K's sq., leaves Black no hope.)

24. K. to R's 2nd.	24. K. R. to K's sq.
25. Q. takes Kt.	25. K. R. to K's 8th.

(This is as good as any other move.)

And White cannot save the game.

* Foreseeing the sure regain of a Piece, if the B. is taken, by the move of Kt. to K's 4th presently.

12. Kt. to K. Kt.'s 5th (ch.)	12. K. to his sq.
13. R. to K's sq. (ch.)	13. K. Kt. to K's 2nd.
14. K. Kt. to K's 4th.	14. Q. to her 4th.
15. B. takes B.	15. Q. B. to K. B's 4th.
16. P. to Q. B's 4th.	16. Q. takes P.
17. Q. Kt. to R's 3rd.	17. Q. to her 4th.
18. Q. Kt. to his 5th.*	18. Q. R. to Q. B's sq.
19. Q. Kt. to B's 3rd.	19. Q. to her 2nd.
20. B. takes K. Kt.	20. B. takes K. Kt.
21. Kt. takes B.	21. Kt. takes B.
22. Q. to Q. R's 5th (ch.)	22. K. to Q's sq.
23. Kt. to Q. B's 4th.	23. Q. to K. B's 4th.†
24. Kt. takes Q. Kt. P. (ch.)	24. K. to Q's 2nd.
25. R. takes Kt. (ch.)	25. K. takes R.
26. Q. takes Q.	

And White surrenders.

Game VIII.

WITH MR. HARRISON, A STRONG METROPOLITAN PLAYER.

(Remove White's Queen's Rook from the board.)

[Evans' Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. Q. Kt. takes P.
5. P. to Q. B's 3rd.‡	5. Q. Kt. to B's 3rd.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. Kt. takes P.	8. Kt. takes Kt.
9. P. takes Kt.	9. K. B. to Q. Kt.'s 3rd.
10. Q. to her Kt.'s 3rd.	10. Q. to K's 2nd.
11. P. to K's 5th.	11. P. takes P.
12. Q. B. to Q. R's 3rd.	12. Q. to K. B's 3rd.
13. P. takes P.	13. Q. to K. Kt.'s 3rd.

* Threatening the fatal check at Q. B's 7th.

† By this move he loses his Queen.

‡ When at the Evans' Gambit, the second player takes the Gambit P with his Q. Kt. instead of the Bishop, it is not good play to take K. P. with K. Kt., because that admits of his replying with the Q. to K. B' 3rd, a move fraught with peril to the opening player.

14. B. to Q. Kt.'s 5th (ch.) 14. P. to Q. B's 3rd.
15. Q. to her Kt.'s 4th.

And Black surrendered.

Game IX.

WITH A PRACTISED AMATEUR OF THE LONDON CLUBS.

(In this and the next game, remove Black's Queen's Rook from the board.)

[Muzio Gambit.]

BLACK. (Mr. S.)	WHITE. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. K. B. to Q. B's 4th.	4. P. to K. Kt.'s 5th.
5. P. to Q's 4th.	5. P. takes Kt.*
6. Q. takes P.	6. B. to K. R's 3rd.†
7. Castles.	7. P. to Q's 4th.
8. B. takes P.	8. P. to Q. B's 3rd.
9. B. takes K. B. P. (ch.)	9. K. takes B.
10. Q. B. takes P.	10. B. takes B.‡
11. Q. takes B. (ch.)	11. K. Kt. to B's 3rd.
12. P. to K's 5th.	12. Q. Kt. to Q's 2nd.
13. Q. Kt. to B's 3rd.	13. K. R. to K's sq.
14. Q. Kt. to K's 4th.	14. K. to Kt.'s sq.
15. P. takes Kt.	15. K. to R's sq.
16. P. to K. B's 7th.§	16. R. to K. B's sq.
17. Q. to K. R's 6th.	17. Q. to K's 2nd.
18. Kt. to K. Kt.'s 5th.	18. Kt. to K. B's 3rd.
19. P. to K. R's 3rd.‖	19. B. to Q's 2nd.

* P. to Q's 4th is also a good move at this point.

† If the Q. in this variation is now played to K. B's 3rd, as in the ordinary Muzio Gambit, she can be driven from that point immediately by P. to K's 5th.

‡ The following moves will show that taking the Q. P. is not judicious:—

BLACK.	WHITE.
	10. Q. takes Q. P. (ch.)
11. B. to K's 3rd (dis. ch.)	11. Q. to K. B's 3rd.
12. Q. to K. R's 5th (ch.)	12. K. to Kt.'s 2nd (best)
13. B. takes B. (ch.)	13. Kt. takes B. (best)
14. R. takes Q., &c.	

§ Upon examination, this will be found a better move than playing the Kt. to Q's 6th or K. Kt.'s 5th.

‖ Quite as expeditious as taking the Kt. immediately.

20. R. takes Kt.	20. Q. to K's 8th (ch.)
21. K. to R's 2nd.	

White resigns.

Game X.

Between the same players.

[The Lopez Gambit.]

Black. (Mr. S.)	White. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K's 2nd.	3. Q. to K's 2nd.
4. Q. Kt. to B's 3rd.	4. P. to Q. B's 3rd.
5. P. to K. B's 4th.	5. P. to Q. Kt.'s 4th.*
6. K. B. to Q. Kt.'s 3rd.	6. P. to Q. R's 4th.
7. P. to Q. R's 4th.	7. P. to Q. Kt.'s 5th.
8. Q. Kt. to Q's sq.	8. B. takes K. Kt.
9. R. takes B.	9. K. Kt. to B's 3rd.
10. P. to Q's 3rd.	10. P. to Q's 4th.
11. P. to K. B's 5th.	11. P. takes P.
12. P. takes P.	12. Q. B. to R's 3rd.
13. Q. to K. B's 3rd.	13. Q. Kt. to Q's 2nd.
14. B. to K. Kt.'s 5th.	14. Q. Kt. to Q. B's 4th.
15. K. B. to Q. R's 2nd.	15. Castles on K's side.†
16. Kt. to K. B's 2nd.	16. Q. R. to Q's sq.
17. P. to K. Kt.'s 4th.	17. Q. to Q's 3rd.
18. Q. to K's 3rd.	18. Kt. takes Q. R. P.
19. B. takes K. Kt.	19. Q. takes B.
20. P. to K. Kt.'s 5th.	20. Q. to Q's 3rd.
21. P. to K. Kt.'s 6th.	21. Kt. takes Q. Kt. P.‡
22. Q. to K. Kt.'s 5th.	22. Q. to K. B's 3rd.
23. Q. to K. R's 5th.§	23. P. to K. R's 3rd.
24. P. takes K. B. P. (ch.)‖	24. K. to R's 2nd.
25. R. to Kt.'s 6th.	25. Q. to K's 2nd.

Black checkmates in three moves.

* P. to Q's 4th would have been better play.

† If he had taken the K. P. with his Q. Kt., Black would have won a Piece, by first taking the K. Kt., and upon the Kt. taking the B., capturing the Q. B. P. with his Q. checking.

‡ Badly played; he should have moved his King to R's sq.

§ This is better than taking the K. B. P.

‖ Had Black now ventured to attack the Q. with his Kt., his opponent might have extricated himself from his difficulties.

Game XI.

WITH MR. S. ROWLAND OF THE BRISTOL CHESS CLUB.

(In this and the next game remove White's Queen's Rook from the board.)

[Muzio Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. K. B. to Q. B's 4th.	4. P. to Kt.'s 5th.
5. Castles.	5. P. takes Kt.
6. P. to Q's 4th.	6. K. B. to K. R's 3rd.
7. Q. takes P.	7. P. to Q's 4th.
8. B. takes P.	8. P. to Q. B's 3rd.
9. B. to Q. Kt.'s 3rd.	9. Q. takes P. (ch.)
10. K. to R's sq.	10. Q. to K's 4th.
11. Q. B. to Q's 2nd.	11. K. Kt. to B's 3rd.
12. Q. B. to Q. B's 3rd.	12. Q. to K. Kt.'s 4th.
13. P. to K's 5th.	13. Kt. to K. Kt.'s 5th.
14. P. to K's 6th.	14. P. to K. B's 3rd.
15. Q. Kt. to Q's 2nd.	15. K. Kt. to K's 4th.
16. Q. to K's 4th.	16. K. R. to K. Kt.'s sq.
17. K. R. to K. B's 2nd.	17. K. R. to K. Kt.'s 2nd.
18. B. takes Kt.	18. Q. takes B.
19. Q. to K. B's 3rd.	19. R. to K's 2nd.*
20. R. to K's 2nd.	20. Q. to K. Kt.'s 4th.
21. Kt. to K's 4th.	21. Q. to K's 4th.
22. Q. to Q's 3rd.	22. Q. to Q. B's 2nd.
23. Kt. takes P. (ch.)	23. K. to B's sq.
24. Q. to K. B's 5th.	24. Q. B. takes P.
25. B. takes B.	25. Kt. to Q. R's 3rd.
26. Kt. to Q's 7th (double ch.)	26. K. to his sq.
27. B. to K. B's 7th (ch.)	27. K. to Q's sq.
28. R. takes R.	28. K. takes R.

White mates in two moves.

* Q. to K's 8th checking would have been better play, because it would have compelled the intervention of the adverse Kt.

† Apparently the most effectual mode of carrying on the attack.

‡ This is much more advantageous than taking the K. R. P. with the Knight.

Game XII.

Between the same players.

[King's Bishop's Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to Q. B's 3rd.*
4. Q. Kt. to B's 3rd.	4. P. to Q's 3rd.
5. K. Kt. to B's 3rd.	5. P. to K. Kt.'s 4th.
6. P. to Q's 4th.	6. P. to Q. Kt.'s 4th.
7. K. B. to Q. Kt.'s 3rd.	7. K. B. to K. Kt.'s 2nd.
8. Castles.	8. P. to K. R's 3rd.
9. P. to K. Kt.'s 3rd.	9. Q. B. to K. R's 6th.
10. K. R. to K. B's 2nd.	10. Q. B. to K. Kt.'s 5th.
11. P. takes P.	11. Q. to her Kt.'s 3rd.
12. Q. Kt. to K's 2nd.	12. B. takes K. Kt.
13. R. takes B.	13. P. to K. Kt.'s 5th.
14. R. to K. B's 2nd.	14. K. Kt. to B's 3rd.
15. Q. to her 3rd.	15. P. to Q's 4th.
16. P. takes P.	16. P. takes P.
17. Kt. to K. Kt.'s 3rd.	17. P. to K. R's 4th.
18. Q. to K's 3rd (ch.)	18. Q. to K's 3rd.
19. Q. to her 3rd.	19. Castles.
20. R. to K's 2nd.	20. Q. to her 2nd.
21. Kt. to K. B's 5th.	21. K. to R's sq.
22. R. to K's 7th.	22. Q. to her sq.
23. P. to Q. B's 3rd.	23. Q. Kt. to B's 3rd.
24. R. to K's sq.	24. P. to Q. R's 3rd.
25. K. B. to Q. B's 2nd.	25. K. Kt. to K's 5th.
26. R. takes Kt.	26. P. takes R.
27. Q. takes K. P.	27. Q. to K. B's 3rd.
28. Kt. to Q's 6th.	28. Q. to K. R's 3rd.
29. Q. B. to K's 3rd.†	29. P. to K. B's 4th.
30. Kt. takes K. B. P.	30. R. takes Kt.
31. Q. takes R.	31. Q. R. to K. B's sq.
32. Q. to K's 4th.	32. K. to Kt.'s sq.
33. P. to Q's 5th.	33. Kt. to Q's sq.

* This is a safe but not an advantageous defence to the Bishop's Gambit.

† If he had taken the Kt., Black could have gained a Piece in return by playing Q. R. to Q's sq.

34. P. to Q's 6th.	34. Kt. to K. B's 2nd.
35. P. to Q's 7th.	35. Kt. to Q's 3rd.
36. Q. to her 5th (ch.)	36. K. to R's sq.
37. B. to Q. B's 5th.	37. Q. takes K. B. P.
38. Q. takes K. R. P. (ch.)	38. B. to K. R's 3rd.
39. B. to Q's 4th (ch.)	

And wins.

Game XIII.

THIS AND THE FOLLOWING GAME WERE CONDUCTED MOVE FOR MOVE AT THE SAME TIME, THE AUTHOR IN THE FIRST GIVING HIS QUEEN'S ROOK TO MR. HARRWITZ, WHO PLAYED THE PRESENT, AND ANOTHER GAME AGAINST MR. KIESERITZKY SIMULTANEOUSLY, WITHOUT SEEING THE CHESS BOARD AND MEN.

(Before playing over this game, remove Black's Queen's Rook from the board.)

[Evans' Gambit.]

Black. (Mr. S.)	White. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Q. Kt. P.
5. P. to Q. B's 3rd.	5. B. to R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th,	7. P. takes P.
8. Kt. takes P.	8. K. Kt. to B's 3rd.
9. Q. to her R's 4th.	9. K. B. to Q. Kt.'s 3rd.
10. P. to K's 5th.	10. P. takes P.
11. Kt. takes Q. Kt.	11. P. takes Kt.
12. Q. B. to Q. R's 3rd.	12. Q. B. to Q's 2nd.
13. Q. to her Kt.'s 3rd.	13. Kt. to Q's 4th.
14. B. takes Kt.	14. P. takes B.
15. Q. takes P.	15. Q. B. to K's 3rd.
16. Q. to her B's 6th (ch.)	16. B. to Q's 2nd.
17. Q. to her 5th.	17. P. to K. B's 3rd.*
18. R. to Q's sq.	18. Q. to Q. B's sq.†
19. Q. Kt. to Q's 2nd.	19. Q. B. to K's 3rd.

* Conceive the mental labour of baffling such an attack as Black has maintained, and carrying on a still more arduous game at the same time, and all without the aid of even a chequered board!!

† These are the best possible moves we believe.

20. Q. to B's 6th (ch.)	20. K. to B's 2nd.*
21. Q. to K's 4th.	21. Q. B. to K. B's 4th.
22. Q. to Q. Kt.'s 4th.	22. K. R. to K's sq.
23. Kt. to Q. B's 4th.	23. Q. R. to Q. Kt.'s sq.†
24. Q. to R's 4th.	24. Q. to K's 3rd.
25. P. to K. R's 3rd.	25. Q. R. to Q's sq.
26. R. to K's sq.	26. Q. R. to Q's 6th.‡
27. Kt. takes B.	27. Q. R. P. takes Kt.
28. P. to K. Kt.'s 4th.	28. B. to K. Kt.'s 3rd.
29. P. to K. B's 4th.§	29. Q. takes Q. R. P.
30. Q. to her B's 6th.‖	30. Q. takes B.
31. P. to K. B's 5th.	31. Q. to her B's 4th (ch.)
32. Q. takes Q.	32. P. takes Q.
33. P. takes B. (ch.)	33. K. takes P.
34. K. to Kt.'s 2nd.	34. R. takes Q. B. P.
35. R. to Q's sq.	35. K. R. to Q. R's sq.
36. R. to Q's 2nd.	36. K. R. to Q. R's 6th.
37. P. to K. R's 4th.	37. Q. R. to K. Kt.'s 6th (ch.)
38. K. to R's 2nd.	38. R. takes K. Kt. P.
39. P. to K. R's 5th (ch.)	39. K. takes P.
40. R. to Q. B's 2nd.	40. K. to R's 5th.
41. K. to R's sq.	41. K. R. to R's 6th (ch.)
42. R. to K. R's 2nd.	42. Q. R. to K. B's 5th.
43. K. to Kt.'s sq.	43. R. takes R.
44. K. takes R.	

And Mr. Harrwitz announced mate in four more moves.

Game XIV.

WITH MR. KIESERITZKY, THE AUTHOR GIVING HIS QUEEN'S ROOK, AND MR. K. PLAYING THIS AND ANOTHER GAME WITHOUT THE BOARD AND MEN.

(Remove White's Queen's Rook from the board.)

[Irregular Opening.]

WHITE. (Mr. S.)	BLACK. (Mr. K.)
1. P. to K. B's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.

* From this point, having all his Pieces free to act, White has an easy game before him.

† Threatening to win the Queen.

‡ With the object of taking the K. R. P. with the Bishop.

§ These efforts are merely desperate; the game is not to be saved.

‖ The only move to delay the mate.

3.	P. to K's 4th.	3. Q. Kt. to B's 3rd.
4.	B. takes P.	4. P. to K's 4th.
5.	K. Kt. to B's 3rd.	5. Q. B. to K. Kt.'s 5th.
6.	Q. to her Kt.'s 3rd.	6. Q. to her 2nd.
7.	B. takes K. B. P. (ch.)	7. Q. takes B.
8.	Q. takes Q. Kt. P.	8. Q. R. to Q's sq.
9.	Q. takes Kt. (ch.)	9. B. to Q's 2nd.
10.	Q. takes Q. B. P.	10. Q. takes K. B. P.
11.	P. to Q's 3rd.	11. K. B. to Q. Kt.'s 5th (ch.)
12.	K. to B's 2nd.	12. Q. to K. B's 2nd.
13.	Q. takes K. P. (ch.)	13. Kt. to K's 2nd.
14.	P. to Q. R's 3rd.	14. Q. to her R's 7th.*
15.	B. to K. Kt.'s 5th.†	15. P. to K. R's 3rd.
16.	B. to K's 3rd.	16. K. B. to Q's 3rd.
17.	Q. takes B.	17. Q. B. to K. B's 4th.
18.	Q. to her Kt.'s 4th.	18. Q. R. takes Q. P.
19.	Q. to Kt.'s 5th (ch.)	19. B. to Q's 2nd.‡
20.	Q. takes R.	20. Q. takes P. (ch.)
21.	Q. Kt. to Q's 2nd.	21. Q. to her Kt.'s 4th.
22.	Q. takes Q.	22. B. takes Q.
23.	R. to Q. Kt.'s sq.	23. P. to Q. R's 3rd.
24.	P. to Q. R's 4th.	24. B. to Q's 2nd.
25.	R. checks.	25. B. to Q. B's sq.
26.	B. to Q. B's 5th.	26. K. to Q's 2nd.
27.	B. takes Kt.	27. K. takes B.
28.	K. to his 3rd.	28. R. to K's sq.
29.	K. Kt. to K's 5th.	29. B. to K's 3rd.
30.	R. takes R. (ch.)	30. K. takes R.
31.	K. to Q's 4th.	31. K. to his 2nd.
32.	P. to Q. R's 5th.	32. K. to B's 3rd.
33.	K. Kt. to Q's 3rd.	33. P. to K. Kt.'s 4th.
34.	K. Kt. to Q. Kt.'s 4th.	34. B. to his sq.
35.	Q. Kt. to Q. B's 4th.	35. P. to K. R's 4th.
36.	Q. Kt. to Q's 6th.	36. B. to Q's 2nd.
37.	K. Kt. takes P.	37. P. to K. R's 5th.
38.	K. Kt. to Q. Kt.'s 4th.	38. K. to his 3rd.
39.	P. to K's 5th.	39. P. to K. R's 6th.

* Hoping to gain a Piece for his Bishop which has no means of escape.

† He might also have taken the Bishop safely, and if the Q. had ventured to capture the Kt., by playing Q. B. to K. Kt.'s 5th, he would have won her.

‡ Interposing the Rook would have been equally disastrous.

40. P. to K. Kt.'s 3rd.	40. B. to Q. R's 5th.
41. P. to Q. R's 6th.	41. B. to Q's 8th.
42. Q. Kt. to K's 4th.	42. K. to Q's 2nd.
43. P. to Q. R's 7th.	43. P. to K. Kt.'s 5th.
44. P. becomes a Queen,	

And at length Black resigned.

Game XV.

WITH MR. HANNAH, ONE OF THE BEST PLAYERS OF THE BRIGHTON CHESS CLUB.

(In each of these games remove Black's Queen's Rook from the board.)

[Irregular Opening.]

Black. (Mr. S.)	White. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q's 4th.
4. P. to K's 5th.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. P. takes P.
7. P. takes P.	7. B. checks.
8. Q. Kt. to Q's 2nd.	8. Q. to Kt.'s 3rd.
9. P. to Q. R's 3rd.	9. B. takes Kt. (ch.)
10. Q. takes B.	10. K. Kt. to K's 2nd.
11. Castles.	11. B. to Q's 2nd.
12. Q. to K. B's 4th.	12. Kt. to K. Kt.'s 3rd.
13. Q. to Kt.'s 4th.	13. Castles on Q's side.
14. P. to Q. Kt.'s 4th.	14. P. to K. B's 3rd.
15. P. takes P.	15. P. takes P.
16. B. to K's 3rd.	16. Q. Kt. to K's 2nd.
17. Q. to R's 5th.	17. K. to Kt.'s sq.*
18. P. to Q. Kt.'s 5th.†	18. Kt. to K. B's 4th.
19. B. takes Kt.	19. P. takes B.
20. R. to Q. Kt.'s sq.	20. P. to K. B's 5th.
21. B. to Q's 2nd.	21. Q. to her 3rd.
22. P. to Q. R's 4th.	22. Q. to K's 3rd.‡
23. Q. to K. R's 6th.	23. Q. to K. B's 4th.

* That he may be able to compel an exchange of Bishops, by playing B. to Q. Kt.'s 4th.

† Thus frustrating White's intention of exchanging Bishops. If now he take the P., Black, by moving R. to Q. Kt.'s sq., would gain a Piece.

‡ Hoping to force the exchange of Queens, by playing Q. to K. B's 4th next move.

24. R. to Kt.'s 2nd.	24. Q. R. to K's sq.
25. P. to Q. R's 5th.	25. Q. to her 6th.
26. P. to Q. Kt.'s 6th.	26. B. to Q. Kt.'s 4th.*
27. P. to K. R's 3rd.	27. Q. to K. B's 8th (ch.)
28. K. to R's 2nd.	28. Q. R. to K. Kt.'s sq.
29. B. takes P. (ch.)	29. Kt. takes B.
30. Q. takes Kt. (ch.)	30. K. to R's sq.
31. Kt. to R's 4th.	31. R. to K's sq.†
32. Kt. to K. B's 3rd.	32. K. R. to Kt.'s sq.
33. P. to K. Kt.'s 3rd.	33. R. to K's 7th.
34. R. takes R.	34. Q. takes R.
35. Kt. to K. Kt.'s sq.	35. Q. to K's 3rd.
36. Q. to B's 7th.	36. R. to Q. B's sq.
37. Q. takes K. R. P.	37. P. takes P.
38. Q. to her Kt.'s eq.	38. Q. to Q. B's 3rd.
39. P. takes P.	39. Q. takes P.
40. Kt. to K's 2nd.	40. K. to R's 2nd.
41. Kt. to Q. B's 3rd.	41. B. to Q. B's 5th.‡

The game was prolonged about thirty more moves, and fin won by White.

Game XVI.

Between the same players.

[Irregular Opening.]

Black. (Mr. S.)	White. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 4th.
3. P. to Q's 5th.	3. P. takes P.
4. P. takes P.	4. P. to Q's 3rd.
5. Q. B. to K. B's 4th.	5. K. Kt. to B's 3rd.
6. Q. Kt. to B's 3rd.	6. B. to K's 2nd.
7. K. B. to Q's 3rd.	7. Q. to her Kt.'s 3rd.
8. K. Kt. to K's 2nd.	8. Q. B. to K. Kt.'s 5th.

* All this is very well played on White's side.

† B. to K's 7th would have been also a good move, for suppose,

	31. B. to K's 7th.
32. P. takes Q. R. P.	32. R. takes K. Kt. P. (ch.)
33. Kt. takes R.	33. R. to K. Kt.'s sq.

And wins.

‡ Taking the Kt. would have cost him the Rook in return, but even then he could have won the game.

9.	Castles.	9.	B. takes Kt.
10.	Q. takes B.	10.	P. to Q. R's 3rd.
11.	R. to K's sq.	11.	Q. to B's 2nd.
12.	B. to K. Kt.'s 5th.	12.	P. to K. R's 3rd.
13.	B. to R's 4th.	13.	P. to K. Kt.'s 4th.
14.	B. to Kt.'s 3rd.	14.	K. to Q's sq.
15.	P. to Q. R's 4th.	15.	R. to K's sq.
16.	Q. to K. B's 3rd.	16.	Q. Kt. to Q's 2nd.
17.	B. to K. B's 5th.	17.	B. to his sq.
18.	R. to Q's sq.	18.	Q. Kt. to K's 4th.
19.	Q. to K's 2nd.	19.	P. to K. Kt.'s 5th.
20.	Q. to Q's 2nd.	20.	B. to K. Kt.'s 2nd.
21.	P. to K. R's 4th.	21.	Kt. to K. R's 4th.
22.	Kt. to K's 4th.	22.	Kt. takes B.
23.	Kt. takes Kt.	23.	P. to Q. Kt.'s 3rd.*
24.	Kt. to K. R's 5th.	24.	P. to K. B's 3rd.
25.	Kt. to K. B's 4th.	25.	Q. to K. B's 2nd.
26.	Kt. to K's 6th (ch.)	26.	K. to K's 2nd.†
27.	R. to K's sq.‡	27.	Q. R. to R's 2nd.
28.	P. to Q Kt.'s 4th.	28.	Q. to K. Kt.'s sq.§
29.	P. to Q. R's 5th.	29.	R. to Q. Kt.'s 2nd.
30.	R. P. takes P.	30.	R. takes P.
31.	P. takes P.	31.	P. takes P.
32.	Q. to her R's 5th.‖	32.	Q. R. to Q's 3rd.¶
33.	Kt. takes B.	33.	Q. takes Kt.**
34.	Q. to B's 7th (ch.)	34.	K. to B's sq.
35.	Q. takes R. (ch.)	35.	Q. to K's 2nd.
36.	Q. takes Q. (ch.)	36.	K. takes Q.††

* Apprehensive of Black's checking at Q. R's 4th, when his Q. is played away.

† If he had taken the Kt., Black's play was to take the R. with his Pawn.

‡ This was much better than merely gaining the exchange, by moving the Kt. to Q. B's 7th.

§ An insidious move, preparatory to playing away the Bishop, and then giving a fatal check with his Kt. at K. B's 6th.

‖ From this point White's game is hardly to be retrieved.

¶ This appears to be his best move. Had he played K. R. to Q. Kt.'s sq., Black would have won easily.

** The student should observe, that White could never effectually give his long impending check with the Kt., because after taking it, Black would cover the Queen's check with his Kt., discovering check with his R. on the adverse King.

†† Better to have taken with the Rook.

37.	B. takes P.	37. K. to Q's 3rd.*
38.	B. to K's 6th.	38. Kt. to K. Kt.'s 3rd.
39.	R. to Q. Kt.'s sq.	39. Kt. to B's 5th.
40.	R. to Kt.'s 6th (ch.)	40. K. to his 4th.
41.	R. takes Q. R. P.	41. Kt. takes B.
42.	P. takes Kt.	42. R. takes P.
43.	P. to K. B's 4th (ch.)	

Winning the Rook by force.

Game XVII.

Between the same players.

[Irregular Opening.]

	Black. (Mr. S.)	White. (Mr. H.)
1.	P. to K. Kt.'s 3rd.†	1. P. to K's 4th.
2.	P. to Q. B's 4th.	2. B. to Q. B's 4th.
3.	P. to K's 3rd.	3. P. to Q's 3rd.
4.	K. B. to Kt.'s 2nd.	4. Q. Kt. to B's 3rd.
5.	Kt. to K's 2nd.	5. P. to K. B's 4th.
6.	Castles.	6. K. Kt. to B's 3rd.
7.	P. to Q's 4th.	7. B. to Q. Kt.'s 3rd.
8.	P. to Q. Kt.'s 4th.	8. P. to Q. R's 4th.‡
9.	P. to Q. Kt.'s 5th.	9. Q. Kt. to K's 2nd
10.	Q. to B's 2nd.	10. P. to Q. B's 3rd.
11.	P. to Q. R's 4th.	11. P. to K's 5th.
12.	P. to Q. B's 5th.	12. Q. P. takes P.
13.	Q. P. takes P.	13. Q. to her 6th.§
14.	Q. to R's 2nd.	14. B. takes P.
15.	K. Kt. to B's 4th.	15. Q. to her 3rd.
16.	Q. Kt. to Q's 2nd.	16. Q. Kt. to Q's 4th.
17.	Q. Kt. to Q. B's 4th.	17. Q. to K's 2nd.
18.	K. Kt. to K's 2nd.‖	18. Q. B. to K's 3rd.
19.	Q. to her B's 2nd.	19. Kt. to Q. Kt.'s 5th.

* Threatening to win the exchange by Kt. to K. B's 6th (ch.) &c.

† In giving such large odds to a player who resolutely persists in a close opening, such as 1. P. to K's 3rd, or 1. P. to Q. B's 4th, it is necessary for the first player to vary his beginning, that he may throw his opponent upon his own resources a little.

‡ Taking the Kt. P. would have cost him a Piece.

§ Much of this game is played by White in a style quite beyond the mark of Amateurs who receive the odds of a Rook.

‖ With such disparity in force, Black cannot afford exchanges.

20. Q. to her B's 3rd.	20. B. takes Kt.*
21. Q. takes B.	21. Kt. to Q's 6th.
22. P. to K. B's 3rd.†	22. P. takes K. B. P.
23. B. takes P.	23. Kt. takes Q. B.
24. Kt. takes Kt.	24. Q. takes K. P. (ch.)
25. K. to Kt.'s 2nd.	25. Castles on Q's side.
26. P. takes Q. B. P.	26. R. to Q's 7th (ch.)
27. K. to R's sq.	27. K. R. to K's sq.
28. P. takes P. (ch.)	28. K. to. Kt.'s sq.
29. Kt. to Kt.'s 3rd.	29. Kt. to K's 5th.‡
30. B. takes Kt.	30. K. R. takes B.
31. Q. takes B.	31. Q. takes Kt.§
32. Q. to Q. B's 8th (ch.)	32. K. to R's 2nd.
33. Q. to R's 8th (ch.)	33. K. to Kt.'s 3rd.
34. P. to Kt.'s 8th.	

Becoming a Queen, gives check, and wins.

Game XVIII.

WITH MR. C. KENNY.

(In each of these games White's Queen's Rook must be taken from the board.)‖

[Scotch Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. C. K.)
1. P. to K's 4th.	1. P. to K's 4th.

* K. Kt. to Q's 4th, still persecuting the Queen, would have been better play.

† This looks very dangerous, but Black was compelled to get his Pieces into play at all hazards.

‡ If White had sought, as many players would, to have forced an exchange of Rooks, by the obvious course of playing the Q. R. to K. B's 7th, he would have been mated in four or five moves (*e.g.*):—

	29. Q. R. to K. B's 7th.
30. R. takes R.	30. Q. takes R.
31. Q. to K. B's 4th (ch.)	31. K. to R's 2nd.
32. P. to Q. Kt.'s 8th, becoming a Q. (ch.)	32. R. takes Q.
33. Q. to her B's 7th (ch.)	

And Mates next move.

§ This is fatal, he should rather have exchanged Queens.

‖ By forgetting to remove the Piece or Pawn given in games at odds before attempting to play over the moves, young players so frequently perplex and embarrass themselves that it is necessary to remind them of it continually.

2. K. Kt. to B's 3rd.	2. K. Kt. to B's 3rd.*
3. P. to Q's 4th.	3. Kt. takes K. P.
4. P. takes P.	4. P. to Q's 4th.
5. B. to Q's 3rd.	5. Q. B. to K. Kt.'s 5th.
6. Castles.	6. Q. Kt. to B's 3rd.
7. P. to Q. B's 3rd.	7. Q. Kt. takes K. P.
8. B. takes K. Kt.†	8. P. takes B.
9. Q. takes Q. (ch.)	9. R. takes Q.
10. Kt. takes Kt.	10. B. to K. B's 4th.
11. Q. Kt. to Q's 2nd.‡	11. K. B. to Q. B's 4th.
12. Q. Kt. to his 3rd.§	12. K. B. to Q. Kt.'s 3rd.
13. P. to Q. R's 4th.‖	13. B. to K's 3rd.
14. P. to Q. R's 5th.¶	14. B. takes Kt.
15. P. takes B.	15. Q. R. P. takes P.
16. P. to K. B's 3rd.	16. P. takes P.
17. Kt. takes doubled P.	17. R. to Q's 8th.
18. B. to K. B's 4th.	18. R. takes R. (ch.)
19. K. takes R.	19. P. to Q. B's 3rd.
20. Kt. to Q's 2nd.	20. B. to K's 3rd.
21. B. to Q. B's 7th.	21. P. to Q. Kt.'s 4th.
22. Kt. to K's 4th.	22. K. to Q's 2nd.
23. B. to K's 5th.	23. B. to Q. B's 5th (ch.)
24. K. to B's 2nd.	24. P. to K. B's 3rd.
25. Kt. to B's 5th (ch.)	25. K. to Q. B's sq.
26. B. to K. B's 4th.	26. R. to K's sq.
27. B. to K's 3rd.	27. P. to Q. Kt.'s 3rd.
28. P. to Q. Kt.'s 3rd.**	28. P. takes Kt.
29. P. takes B.	29. P. to Q. Kt.'s 5th.

And wins.

* An excellent defence, where such large odds are received.

† Winning a Piece, play as Black may.

‡ If he had played K. Kt. to Q. B's 4th, Black would have moved P. to K's 6th, and won the exchange at least.

§ This was not well played, K. Kt. to Q. B's 4th, would have been much safer.

‖ Here again White affords his adversary an advantage which ultimately wins him the game.

¶ Bad as this appears, he has no better move left. Had the Q. Kt. been played to Q's 2nd, Black would have won the other Kt. by P. to K. B's 3rd.

** The only move to avoid the loss of a Piece.

Game XIX.

Between the same players.

[King's Bishop's Gambit.]

White. (Mr. S.)	Black. (Mr. C. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. to R's 5th (ch.)
4. K. to B's sq.	4. P. to Q. Kt.'s 4th.
5. B. to Q. Kt.'s 3rd.*	5. Q. B. to Kt.'s 2nd.
6. Q. to K's 2nd.	6. P. to Q. R's 3rd.
7. P. to Q's 4th.	7. P. to K. Kt.'s 4th.
8. B. to Q's 2nd.	8. Q. Kt. to B's 3rd.
9. K. Kt. to B's 3rd.	9. Q. to K. R's 4th.
10. P. to Q. B's 3rd.	10. B. to K. Kt.'s 2nd.
11. P. to K. R's 4th.	11. P. to K. R's 3rd.
12. K. to Kt.'s sq.	12. Q. to Kt.'s 3rd.
13. P. to K. R's 5th.	13. Q. to K. R's 2nd.
14. Q. Kt. to R's 3rd.	14. Kt. takes Q. P.†
15. P. takes Kt.	15. Q. takes K. P.
16. Q. to K. B's 2nd.	16. Kt. to K. B's 3rd.
17. Kt. to K's 5th.‡	17. Kt. to K. Kt.'s 5th.§
18. Kt. takes Kt.	18. B. takes Q. P.
19. Kt. to K. B's 6th (ch.)	19. B. takes Kt.
20. K. to R.s 2nd.	20. Castles on K's side.
21. R. to K's sq.	21. Q. to K. B's 4th.
22. B. to Q. B's 2nd.	22. Q. to K. Kt.'s 5th.
23. B. to Q's sq.	23. Q. to Kt.'s 6th (ch.)
24. Q. takes Q.	24. P. takes Q. (ch.)
25. K. takes P.	25. B. takes Q. Kt. P.
26. Kt. to B's 2nd.	26. Q. R. to K's sq.
27. R. to K. B's sq.	27. P. to Q. B's 4th.
28. Kt. to K's 3rd.	28. B. to K's 4th (ch.)
29. K. to R's 3rd.	29. B. to K. B's 5th.‖
30. R. takes B.	30. P. takes R.

* In games where no odds are given, it is perhaps better to take the Pawn.

† Having so much more force than his adversary, Black does well in thus breaking up the centre Pawns, although at the sacrifice of a minor Piece.

‡ B. to Q. B's 2nd would probably have been better.

§ Very cleverly conceived.

‖ All this is in the best style.

31. Kt. to K. B's 5th.	31. K. to R's 2nd.
32. B. takes P.	32. R. to K's 8th.
33. B. to K. Kt.'s 4th.	33. B. to K's 5th.
34. Kt. takes P.	34. R. to K. R's 8th (ch.)
35. K. to Kt.'s 3rd.	35. R. to K. Kt.'s 8th.
36. K. to R's 4th.	36. R. takes K. Kt. P.
37. B. to K. R's 3rd.	37. P. to K. B's 4th.*
38. B. takes R.	38. B. takes B.
39. K. to Kt.'s 5th.	39. B. to K's 5th.
40. B. to Q's 6th.	40. R. to Q. B's sq.
41. Kt. to K. B's 7th.	41. P. to Q. B's 5th.
42. K. to R's 4th.	42. R. to K. Kt.'s sq.
43. Kt. to Kt.'s 5th (ch.)	43. R. takes Kt.

And wins.

Game XX.

Between the same players.

[King's Bishop's Opening.]

White. (Mr. S.)	Black. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to Q's 4th.	4. P. takes P.
5. Kt. takes P.	5. B. takes Kt.
6. Q. takes B.	6. K. Kt. to B's 3rd.
7. B. to K. Kt.'s 5th.	7. Q. B. to K's 3rd.
8. B. to Q's 3rd.	8. Q. Kt. to B's 3rd.
9. Q. to her B's 3rd.	9. P. to K. R's 3rd.
10. B. to K. B's 4th.	10. Q. to K's 2nd.
11. Castles.	11. P. to K. Kt.'s 4th.
12. B. to K. Kt.'s 3rd.	12. P. to Q. R's 3rd.
13. P. to K. B's 4th.	13. Castles on Q's side.†
14. B. takes Q. R. P.	14. K. Kt. takes K. P.
15. Q. takes Q. Kt.	15. Kt. to Q. B's 4th.‡
16. B. takes P. (ch.)	16. Kt. takes B.
17. R. to K's sq.	17. Q. to her 2nd.
18. Q. to Q. R's 6th.	18. P. to Q. B's 4th.§

A very good move.

† If he had taken the K. B. P., or played P. to K. Kt.'s 5th, White, by moving the B. to K. R's 4th, would have gained a Piece.

‡ His best move.

§ In anticipation of White's threatened move of R. to K's 3rd.

19. Q. Kt. to B's 3rd.	19. Q. to Q. B's 2nd.
20. P. to K. B's 5th.*	20. B. to Q's 2nd.
21. Kt. to Q's 5th.	21. Q. to her R's 4th.
22. Kt. to K's 7th (ch.)	

And Black surrenders.

Game XXI.

Between the same players.

[Evans' Gambit.]

White. (Mr. S.)	Black. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Q. Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. B's 4th.
6. Castles.	6. K. Kt. to B's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. to K's 5th.	8. P. to Q's 4th.
9. P. takes Kt.	9. P. takes B.
10. R. to K's sq. (ch.)	10. Q. B. to K's 3rd.
11. Kt. to K. Kt.'s 5th.	11. Q. takes P
12. Kt. takes Q. B.	12. P. takes K.
13. Q. to K. R's 5th (ch.)	13. K. to Q's 2nd.
14. Q. takes B.	14. Q. R. to Q's sq.
15. Q. takes Q. B. P.	15. K. R. to K's sq.
16. Q. Kt. to Q. R's 3rd.	16. K. to Q. B's sq.
17. Q. Kt. to his 5th.	17. P. to Q's 6th.
18. B. to K's 3rd.	18. P. to Q. R's 3rd.
19. Kt. to Q's 4th.	19. P. to K's 4th.†
20. Q. Kt. to his 3rd.	20. P. to K. R's 3rd.‡
21. Kt. to Q. B's 5th.	21. Q. to K. Kt.'s 3rd.§
22. R. to Q's sq.	22. P. to K's 5th.
23. Q. to her Kt.'s 3rd.	23. Kt. to Q. R's 4th.
24. Q. to her R's 4th.	24. P. to Q. Kt.'s 3rd.
25. Kt. takes Q. R. P.	25. Q. to her B's 3rd.
26. Q. to her R's 3rd.	26. Kt. to Q. B's 5th.

* Most important before advancing the Kt. further.

† Had he taken the Kt. with Kt., by taking the Kt. with Q. B. P., White would have got a good attack shortly.

‡ Lost time.

§ To protect his Q. P., and at the same time prevent the dangerous check which White threatens at his K. Kt.'s 4th.

27. Q. to her Kt.'s 3rd.	27. Kt. takes B.
28. P. takes Kt.	28. K. R. to B's sq.
29. P. to K. R's 3rd.	29. Q. to K. B's 3rd.
30. Q. to her B's 4th.	30. Q. to K. B's 7th (ch.)
31. K. to R's 2nd.	31. Q. to K. B's 2nd.
32. Q. to Q. B's 6th.*	32. R. to Q's 4th.
33. R. to K. B's sq.	

And Black resigns.

CHAPTER II.

GAMES PLAYED AT THE ODDS OF THE KING'S KNIGHT, AND OF THE KING'S BISHOP.

GAME XXII.

WITH MR. HARRISON.

(Before playing over any of these games, White's King's Knight must be taken from the board.)

[QUEEN'S GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.
3. P. to K's 3rd.	3. P. to K's 4th.
4. K. B. takes P.	4. P. takes P.
5. Q. to her Kt.'s 3rd.	5. Q. to K. B's 3rd.
6. Castles.	6. Q. Kt. to B's 3rd.
7. Q. Kt. to Q's 2nd.	7. Q. Kt. to K's 4th.
8. K. B. to Q's 5th.	8. P. to Q. B's 3rd.
9. K. B. to K's 4th.	9. K. B. to Q. B's 4th.
10. K. B. to Q. B's 2nd.	10. Q. to K's 3rd.
11. P. takes P.	11. B. takes P.†
12. Q. to her R's 3rd.	12. K. Kt. to B's 3rd.
13. K. B. to Q. Kt.'s 3rd.	13. K. Kt. to Q's 4th.
14. Kt. to K's 4th.	14. P. to Q. B's 4th.
15. Kt. to K. Kt.'s 5th.	15. Q. to her 3rd.

* Better than taking the K. P., because in that case Black could have answered with Q. to her 4th.

† It is easy to see that Black would have lost a Piece by taking the Queen.

16. B. to K's 3rd.	16. B. takes B.*
17. P. takes B.	17. Q. B. to K's 3rd.
18. Q. R. to Q's sq.	18. K. Kt. to his 5th.
19. Q. to her R's 4th (ch.)	19. K. to his 2nd.†
20. P. to K. Kt.'s 3rd.	20. K. Kt. takes K. P.
21. Q. to K. R's 4th.	21. P. to K. B's 3rd.
22. K. R. to K's sq.	22. P. takes Kt.
23. Q. takes P. (ch.)	23. K. to Q's 2nd.
24. K. R. takes Kt.	

And wins.‡

Game XXIII.

Between the same players.

[Double Gambit.]

White. (Mr. S.)	Black. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. Kt.'s 4th.	3. B. takes Kt. P.
4. P. to K. B's 4th.	4. P. takes P.
5. Castles.	5. K. Kt, to B's 3rd.
6. P. to Q. B's 3rd.	6. B. to Q. R's 4th.
7. P. to Q's 4th.	7. Castles.§
8. R. takes P.	8. P. to Q's 3rd.
9. Q. to K. B's 3rd.	9. B. to Q. Kt.'s 3rd.
10. B. to K's 3rd.	10. Kt. to Q. B's 3rd.
11. Q. Kt. to Q's 2nd.	11. Q. Kt. to Q. R's 4th.‖
12. B. to Q's 3rd.	12. P. to Q. B's 4th.
13. Q. R. to K. B's sq.	13. Q. B. P. takes P.
14. P. takes P.	14. Q. Kt. to B's 3rd.
15. P. to K's 5th.	15. P. takes K. P.
16. R. takes Kt.	16. Q. takes R.
17. B. takes K. R. P. (ch.)	17. K. to R's sq.

* This was almost compulsory, as White threatened to take the Bishop for nothing.

† Interposing either the Q. or B., would have entailed the loss of a Piece.

‡ Black must lose his other Kt. in a move or two, and after that White's attack would be irresistible.

§ White would have obtained a fine attack if the Kt. had taken his K. P.

‖ This was merely losing time and putting a valuable Piece out of play.

18. Q. to K. R's 5th.	18. Q. takes R. (ch.)*
19. Kt. takes Q.	19. Q. B. to K. Kt.'s 5th.
20. Q. to K. R's 4th.	20. B. to Q's sq.
21. Q. takes Q. B.	21. K. takes B.
22. P. to Q's 5th.	22. Kt. to K's 2nd.
23. Kt. to K. Kt.'s 3rd.	23. Kt. to K. Kt.'s 3rd.
24. Kt. to K. B's 5th.	24. Q. R. to Q. B's sq.
25. P. to K. R's 4th.	25. B. to K. B's 3rd.
26. Q. to K. R's 5th (ch.)	26. K. to Kt.'s sq.
27. P. to K. Kt.'s 4th.	27. Kt. to K. B's 5th.
28. B. takes Kt.	28. P. takes B.
29. P. to Kt.'s 5th.	29. Q. R. checks.
30. K. to Kt.'s 2nd.	30. Q. R. to Q. B's 7th (ch.)
31. K. to R's 3rd	31. B. to Q's sq.
32. P. to Q's 6th.	32. K. R. to K's sq.
33. P. to K. Kt.'s 6th.	33. P. takes Kt. P.
34. Q. takes P.	

And wins.

Game XXIV.

WITH A METROPOLITAN AMATEUR.

(White's King's Knight must be taken from the board.)

[Centre Pawns' Game.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K. B's 4th.	3. K. P. takes Q. P.
4. P. to K's 5th.	4. K. B. checks.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. B. to Q. B's 4th.
7. K. B. to Q's 3rd.	7. K. Kt. to K's 2nd.
8. Q. B. to Q. R's 3rd.†	8. B. takes B.
9. Kt. takes B.	9. P. to Q. B's 3rd.
10. Castles.	10. Q. B. to K. B's 4th.
11. Q. R. to Kt.'s sq.	11. P. to Q. Kt.'s 4th.
12. P. to K. Kt.'s 4th.	12. B. takes B.
13. Q. takes B.	13. Q. to her R's 4th.

* His best play apparently was Q. B. to K. Kt.'s 5th, and then to have taken the Rook with his Queen.

† It was most important to dislodge Black's K. B., that White might be able to Castle.

14. Kt. to Q. B's 2nd.	14. Q. to her Kt.'s 3rd (ch.)*
15. K. to R's sq.	15. Q. Kt. to Q's 2nd.
16. Q. R. to K's sq.	16. Castles on K's side.
17. P. to K. B's 5th.	17. Q. Kt. to Q. B's 4th.
18. Q. to K. R's 3rd.	18. Q. Kt to K's 5th.
19. Kt. to Q's 4th.	19. P. to Q. Kt.'s 5th.
20. P. to K. B's 6th.	20. K. Kt. to his 3rd.
21. R. takes Q. Kt.	21. P. takes R.
22. Kt. to K. B's 5th.	22. Kt. takes K. P.
23. Kt. to K. R's 6th (ch.)	23. K. to R's sq.†
24. P. takes P. (ch.)	24. K. takes P.
25. Kt. to B's 5th (ch.)	25. K. to B's 3rd.‡
26. Q. to K. R's 4th (ch.)	26. K. to his 3rd.
27. Q. to K's 7th (ch.)	27. K. to Q's 4th.
28. R. to Q's sq. (ch.)	28. Kt. to Q's 6th.
29. P. to Q. B's 4th (ch.)	29. K. takes P.
30. Q. takes K. P. (ch.)	30. K. to B's 4th.
31. Q. to her 4th (ch.)	31. K. to Kt.'s 4th
32. Q. takes Kt. (ch.)	32. K. to R's 4th.
33. Kt. to Q's 6th.	

And wins.

GAME XXV.

WITH MR. BRYAN, OF THE CERCLE DES ÉCHECS, OF PARIS.

(White's King's Knight must be taken from the board.)

[KING'S BISHOP'S OPENING.]

WHITE. (Mr. S.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Castles.	3. K. Kt. to B's 3rd.
4. P. to Q's 3rd.	4. Q. Kt. to B's 3rd.
5. P. to Q. B's 3rd.	5. P. to Q's 3rd.
6. Q. B. to K. Kt.'s 5th.	6. Q. B. to K's 3rd.
7. Q. Kt. to Q's 2nd.	7. P. to K. R's 3rd.
8. B. to K. R's 4th.	8. P. to K. Kt.'s 4th.
9. B. to K. Kt.'s 3rd.	9. P. to K. R's 4th.
10. P. to K. R's 3rd.	10. P. to K. R's 5th.

* Taking the Q. R. P. would have been answered by Q. R. to Kt.'s 4th, threatening to win the Q. with K. R. to Q. R's sq.

† If the Kt. had been taken White must have won directly.

‡ If Black had retreated his King to R's sq., mate would have followed in three or four moves.

11. B. to K. R's 2nd.	11. Q. to her 2nd.
12. P. to Q. R's 4th.	12. P. to Q. R's 3rd.
13. P. to Q. Kt.'s 4th.	13. B. to Q. R's 2nd.
14. Q. to K's 2nd.	14. P. to K. Kt.'s 5th.
15. B. takes B.	15. Q. takes B.
16. P. takes P.	16. K. Kt. takes Kt. P.
17. Kt. to K. B's 3rd.	17. P. to K. R's 6th.
18. P. to K. Kt.'s 3rd.	18. Kt. takes B.
19. Kt. takes Kt.	19. K. R. to K. Kt.'s sq.*
20. K. to R's sq.	20. K. to Q's 2nd.
21. P. to Q. Kt.'s 5th.	21. P. takes P.
22. P. takes P.	22. Kt. to K's 2nd.
23. Kt. to K. B's 3rd.	23. P. to K. B's 4th.
24. P. takes P.	24. Kt. takes P.
25. K. to R's 2nd.	25. Kt. to K. R's 3rd.
26. Q. R. to his 4th.	26. Kt. checks.
27. K. to R's sq.	27. B. to Q. Kt.'s 3rd.†
28. R. takes R.	28. R. takes R.
29. P. to Q. B's 4th.‡	29. Q. to K. B's 3rd.§
30. Kt. to Q's 2nd.	30. Q. to K. B's 4th.
31. Kt. to K's 4th.	31. R. to K. B's sq.‖
32. P. to K. B's 3rd.	32. Kt. to K's 6th.
33. R. to K. B's 2nd.	33. R. to Q. R's sq.
34. P. to Q. B's 5th.	34. R. to R's 8th (ch.)
35. K. to R's 2nd.	35. Kt. to Q's 8th.
36. R. to K. B's sq.	36. Kt. to Q. B's 6th.¶
37. Kt. takes Kt.	37. R. takes R.
38. Q. takes R.	38. B. takes P.
39. Q. takes K. R. P.	39. Q. takes Q. (ch.)
40. K. takes Q.	

And the game was eventually drawn.

* Threatening to take the K. Kt. P. now undefended.

† Having still the advantage of a Piece more, Black prudently endeavours to weaken his adversary by exchanges.

‡ He advances the P. to prevent Black playing either R. or Q. to Q. R's 7th.

§ With the intention of playing the R. to Q. R's 7th, and then, if White took it, to win by capturing the Kt. (ch.)

‖ If Black had been tempted now to attack the Q. with his R. at R's 7th, White would have taken his Kt. with the Q. and gained a Piece.

¶ This is better than losing the Bishop.

GAME XXVI.

IN WHICH THE AUTHOR GIVES THE ODDS OF HIS KING'S BISHOP TO A METROPOLITAN AMATEUR.*

(White's King's Bishop must be taken from the board.)

[QUEEN'S GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to Q's 4th.	1 P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.
3. Q. B. to K. B's 4th.	3. Q. B. to K. B's 4th.
4. Q. Kt. to B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to K. B's 3rd.	5. P. to K's 3rd.
6. P. to K's 4th.	6. Q. B. to K. Kt.'s 3rd.
7. K. Kt. to K's 2nd.	7. Q. Kt. to B's 3rd.
8. Q. B. to K's 3rd.	8. K. B. to K's 2nd.
9. Castles.	9. Castles.
10. K. to R's sq.	10. P. to K. R's 3rd.
11. P. to K. Kt.'s 4th.	11. K. Kt. to K. R's 2nd.
12. P. to K. B's 4th.	12. P. to K. B's 4th.
13. K. Kt. P. takes P.	13. P. takes P.
14. K. R. to K. Kt.'s sq.	14. Q. B. to K. R's 4th.
15. P. to Q's 5th.	15. Q. B. takes K. Kt.
16. Q. takes B.	16. Q. Kt. to Q. R's 4th.
17. B. to Q's 4th.	17. K. Kt. to B's 3rd.
18. P. to K's 5th.	18. K. Kt. to K. R's 2nd.†
19. K. R. to Kt.'s 6th.	19. K. to his R's sq.
20. Q. R. to K. Kt.'s sq.	20. K. R. to Kt.'s sq.
21. P. to K's 6th.	21. K. Kt. to B's 3rd.
22. Q. to K. R's 5th.	22. K. to his R's 2nd.‡
23. Q. takes K. B. P.	

And Black resigned.

* For some unexplained reason the Bishop is rarely if ever given in odds, and the present is probably the only game extant in which these odds occur.

† If he had taken the Q. P., White would have answered with Q. to K. Kt.'s 2nd, winning a Piece; and if he had played Kt. to Kt.'s 5th, White would equally have gained the Kt. by P. to K. R's 3rd.

‡ He would obviously have been mated next move, if he had taken the Q. with his Kt.

CHAPTER III.

GAMES PLAYED AT THE ODDS OF THE QUEEN'S KNIGHT.

Game XXVII.

WITH MR. WIEL, A GERMAN AMATEUR.

(Remove Black's Queen's Knight from the board.)

[King's Bishop's Opening.]

BLACK. (Mr. S.)	WHITE. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q's 4th.	3. B. takes Q. P.
4. P. to K. B's 4th.	4. B. takes Kt.
5. R. takes B.	5. Q. to K. R's 5th (ch.)
6. P. to K. Kt.'s 3rd.	6. Q. takes K. R. P.
7. Q. B. to K's 3rd.	7. K. Kt. to B's 3rd.
8. P. takes P.	8. Kt. takes K. P.
9. B. takes K. B. P. (ch.)	9. K. takes B.*
10. Q. to her 5th (ch.)	10. K. to his sq.
11. Q. takes Kt.	11. Q. Kt. to B's 3rd.
12. Castles.	12. P. to Q. Kt.'s 3rd.
13. Q. to K. Kt.'s 4th.†	13. Kt. takes K. P.
14. Q. takes K. Kt. P.	14. Kt. to K. B's 2nd.
15. Q. R. to K's sq.	

And White surrendered.

Game XXVIII.

WITH HERR KLING.

(Remove Black's Queen's Knight from the board.)

[King's Bishop's Opening.]

BLACK. (Mr. S.)	WHITE. (Mr. K.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. to Q's 3rd.

* It was playing Black's game to take the Bishop.

† In such a position Black may do almost anything. He plays thus to gain the Queen by R. to Q's 2nd. Perhaps his best move was P. to K's 6th, from the fatal effects of which there appears to be no escape.

4.	Q. to K's 2nd.*	4. P. takes P.
5.	P. to K. B's 4th.	5. Q. B. to K. Kt.'s 5th.
6.	K. Kt. to B's 3rd.	6. Q. Kt. to B's 3rd.
7.	Castles	7. K. B. to K's 2nd.
8.	P. to K's 5th.	8. P. takes P.
9.	P. takes P.	9. Q. B. takes Kt.
10.	R. takes B.	10. Q. Kt. takes P.†
11.	Q. takes Kt.	11. Castles.
12.	Q. B. to K. Kt.'s 5th.	12. Q. to her 2nd.
13.	Q. R. to K. B's sq.	13. Q. R. to K's sq.
14.	Q. to K. Kt.'s 3rd.‡	14. Kt. to K's 5th.
15.	R. takes K. B. P.	15. K. to R's sq.§
16.	Q. to K's 5th.	16. R. takes R.
17.	R. takes R.	17. B. to K. B's 3rd.‖
18.	B. takes B.	18. Kt. takes B.¶
19.	Q. takes Kt.	19. P. takes Q.
20.	R. takes Q.	

And White surrendered.

Game XXIX.

WITH A DISTINGUISHED AMATEUR OF THE ST. GEORGE'S CHESS CLUB.

(Remove White's Queen's Knight from the board.)

[Evans' Gambit.]

	White. (Mr. S.)	Black. (Mr. —)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3.	K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4.	P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5.	P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6.	Castles.	6. P. to Q's 3rd.
7.	P. to Q's 4th.	7. B. takes Q. B. P.**

* In a game where he gave no advantage, Black could now have taken the P. with P. and then K. B. P. with his Bishop.

† It was difficult to avoid some loss at this point.

‡ Black retired thus to tempt his adversary to attack him with the Kt.

§ He would plainly have been mated next move if he had taken the Queen.

‖ Kt. to K. B's 3rd would have been equally disastrous.

¶ Had he taken the Bishop with his K. Kt. P., Black would have played the Q. to K. R's 5th, winning easily.

** By this move the second player subjects himself to an overpowering attack.

8.	Q. to her Kt.'s 3rd.	8. B. takes Q. R.
9.	B. takes K. B. P. (ch.)	9. K. to his 2nd.*
10.	Q. B. checks.	10. K. Kt. to B's 3rd.
11.	R. takes K. B.	11. P. to K. R's 3rd.
12.	Kt. to K. R's 4th.†	12. Q. Kt. takes Q. P.
13.	Kt. to his 6th (ch.)	13. K. to Q's 2nd.
14.	Q. to K. R's 3rd (ch.)	14. K. to Q. B's 3rd.
15.	R. to Q. B's sq. (ch.)‡	15. K. to Kt.'s 3rd.
16.	R. to Q. Kt.'s sq. (ch.)	16. Kt. to Q. Kt.'s 4th.
17.	R. takes Kt. (ch.)	17. K. takes R.
18.	Q. to her Kt.'s 3rd (ch.)	18. K. to B's 3rd.
19.	Q. to her B's 4th (ch.)	19. K. to Q's 2nd.
20.	Kt. takes K. P. (ch.)	20. K. to his 2nd.§
21.	Kt. to his 6th (ch.)	21. K. to Q's 2nd.
22.	Q. to K's 6th (ch.)	22. K. to Q. B's 3rd.
23.	Kt. to K's 5th (ch.)	23. K. to Q. Kt.'s 3rd.

And White gave mate in three moves.

Game XXX.

WITH MR. HARRISON.

(Remove Black's Queen's Knight from the board.)

[The Lopez Gambit.]

	BLACK. (Mr. S.)	WHITE. (Mr. H.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3.	Q. to K's 2nd.	3. Q. Kt. to B's 3rd.
4.	P. to Q. B's 3rd.‖	4. K. Kt. to B's 3rd.
5.	P. to K. B's 4th.	5. B. takes Kt.
6.	R. takes B.	6. Castles.
7.	P. to Q's 3rd.	7. P. to Q's 4th.
8.	B. to Q. Kt.'s 3rd.	8. Q. P. takes P.
9.	Q. P. takes P.	9. P. takes K. B. P.

* This is not quite so bad as playing the King to B's sq.

† Menacing checkmate in two moves.

‡ B. to Q's 5th checking, looks tempting play, but it is not so good as the move made.

§ Taking the Kt. would have led to checkmate next move.

‖ When giving the odds of a Piece, it is rarely good play in similar positions for the first player to take the K. B. P. with his Bishop at this point, since although he recovers a Bishop in return for the one sacrificed, the exchange of Pieces strengthens his opponent's game.

10. B. to Q. B's 2nd.	10. K. Kt. to Kt.'s 5th.*
11. Q. B. takes P.	11. Q. to K. R's 5th (ch.)
12. B. to K. Kt.'s 3rd.	12. Q. to K. R's 3rd.
13. P. to K. R's 3rd.	13. K. Kt. to K's 6th.
14. B. to Q's 3rd.	14. B. to K's 3rd.
15. B. to K. B's 2nd.	15. Kt. takes Kt. P. (ch.)†
16. R. takes Kt.	16. Q. takes K. R. P.
17. R. to K. Kt.'s 3rd.	17. Q. to R's 8th (ch.)
18. R. to Kt.'s sq.	18. Q. to R's 7th.
19. Castles.	19. Kt. to K's 4th.
20. K. to Kt.'s sq.	20. Kt. takes B.
21. R. takes K. Kt. P. (ch.)	21. K. to R's sq.‡
22. B. to Q's 4th.	22. Q. takes Q.
23. K. R. takes K. B. P. (dis. ch.)	23. K. to Kt.'s sq.
24. K. R. to Kt.'s 7th (ch.)	24. K. to R's sq.
25. K. R. to Kt.'s 6th (dis. ch.)	

And the second player resigns.

Game XXXI.

WITH AN EXPERIENCED PLAYER OF THE LONDON CHESS CLUB.

(In this and the next game, remove White's Queen's Knight from the board.)

[King's Bishop's Opening.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. B. to Q. B's 4th.	2. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. P. to Q's 3rd.
4. P. to Q's 4th.	4. P. takes P.
5. P. to Q. Kt.'s 4th.	5. B. to Q. Kt.'s 3rd.
6. P. takes P.	6. Q. Kt. to B's 3rd.
7. K. Kt. to K's 2nd.	7. K. Kt. to B's 3rd.
8. B. to K. Kt.'s 5th.	8. Castles.
9. Castles.	9. Kt. takes Q. Kt. P.
10. P. to K. B's 4th.	10. P. to K. R's 3rd.

* He might have ventured to take the K. P. with his Kt., following it by playing R. to K's sq.

† It is clear the Kt. had no escape.

‡ If he had taken the R., Black would evidently have gained his Q. in return.

11. P. to K's 5th.	11. P. takes P.
12. K. B. P. takes P.	12. P. takes B.
13. P. takes Kt.	13. P. takes P.
14. P. to Q. R's 3rd.	14. Kt. to Q. B's 3rd.*
15. Q. to Q's 3rd.	15. Kt. takes P.†
16. Q. to K. Kt.'s 6th (ch.)	16. K. to R's sq.
17. Q. to R's 6th (ch.)	17. K. to Kt.'s sq.
18. K. to R's sq.	18. Kt. to K. B's 4th.‡
19. Q. to Kt.'s 6th (ch.)	19. Kt. to K. Kt.'s 2nd.
20. R. takes P.	20. B. to K's 3rd.
21. Q. takes Kt. P.§	21. B. takes B.
22. Kt. to K. Kt.'s 3rd.	22. B. to Q's 5th.
23. Kt. to K. R's 5th.	23. B. takes K. R.
24. Kt. takes B. (ch.)	24. Q. takes Kt.
25. Q. takes Q.	

The game was severely contested for upwards of twenty more moves, and was ultimately drawn.

Game XXXII.

Between the same players.

[Double Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. B. to Q. B's 4th.	2. B. to Q. B's 4th.
3. P. to Q. Kt.'s 4th.	3. B. takes Kt. P.
4. P. to K. B's 4th.	4. P. takes P.
5. K. Kt. to B's 3rd.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. B. to Q. B's 4th.
7. P. to Q's 4th.	7. B. to Q. Kt.'s 3rd
8. Q. B. takes P.	8. K. Kt. to B's 3rd.
9. Q. to Q's 3rd.	9. Castles.
10. P. to K. R's 3rd.	10. Kt. takes K. P.
11. Q. takes Kt.	11. R. to K's sq.
12. B. to K's 5th.	12. P. takes B.
13. Castles on K's side.	13. P. takes P.

* If he played the Kt. to Q's 4th, White could obviously have won his doubled Pawn.

† This was hardly prudent, because, it at once gave his adversary an opportunity of drawing the game.

‡ Taking the Kt. would have cost him the game.

§ At the first glance, this looks doubly hazardous.

14.	B. takes K. B. P. (ch.)*	14. K. takes B.
15.	Kt. to K. Kt.'s 5th (double ch.)	15. K. to Kt.'s sq.
16.	Q. takes K. R. P	

Checkmate.

Game XXXIII.

WITH ANOTHER LONDON PLAYER.

(Remove Black's Queen's Knight from the board.)

[King's Bishop's Opening.]

	BLACK. (Mr. S.)	WHITE. (Mr. H.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3.	P. to Q's 4th.	3. B. takes P.
4.	K. Kt. to B's 3rd.	4. Q. Kt. to B's 3rd.
5.	P. to Q's B's 3rd.	5. B. to Q's Kt.'s 3rd.
6.	Kt. to K. Kt.'s 5th.	6. K. Kt. to R's 3rd.
7.	P. to K. B's 4th.	7. Castles.
8.	P. to K. B's 5th.	8. Q. to K. B's 3rd.†
9.	Q. to K. R's 5th.	9. Q. Kt. to Q. R's 4th.
10.	Kt. takes K. R. P.‡	10. K. takes Kt.
11.	Q. B. to K. Kt.'s 5th.	11. Q. to her B's 3rd.
12.	K. B. to Q's 5th.	12. Q. to her B's 4th.
13.	Castles on Q's side.	13. P. to Q. B's 3rd.
14.	K. B. takes K. B. P.	14. R. takes B.
15.	B. takes K. Kt.	15. K. to his Kt.'s sq.§
16.	Q. B. to K. Kt.'s 5th.	16. P. to Q's 4th.
17.	Q. R. to Q's 3rd.	17. P. takes P.
18.	Q. R. to Q. R's 3rd.	18. R. to K. B's sq.‖
19.	Q. to K. R's 7th (ch.)	19. K. to B's 2nd.
20.	Q. to K. Kt.'s 6th (ch.)	20. K. to Kt.'s sq.
21.	R. to K. R's 7th.	21. R. to K. B's 2nd.
22.	Q. to K. R's 5th.	

And White resigned.

* The termination of this short game is very lively and amusing.

† P. to Q's 4th, in similar situations, is a better move.

‡ From this point the game is very entertaining and instructive.

§ If he had taken the B., Black would have won immediately, by first taking the Rook (ch.), and then playing P. to K. B's 6th.

‖ To afford an outlet for his King.

GAME XXXIV.

Between the same players.

(As in the preceding game, Black's Queen's Knight must be removed.)

[EVANS' GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt.'s 3rd.
9. B. to Q. Kt.'s 2nd.	9. K. Kt. to B's 3rd.
10. P. to Q's 5th.	10. Q. Kt. to Q. R's 4th.
11. P. to K's 5th.	11. Q. Kt. takes K. B.
12. P. takes K. Kt.	12. Kt. takes Q. B.
13. P. takes K. Kt. P.	13. R. to K. Kt.'s sq.
14. K. R. to K's sq. (ch.)	14. K. to Q's 2nd.
15. Q. to her B's 2nd.*	15. P. to Q. B's 3rd.
16. Q. takes Kt.	16. K. to B's 2nd.
17. P. to Q. R's 4th.	17. B. to Q. B's 4th.
18. P. takes P.	18. P. takes P.
19. Q. R. to Q. Kt.'s sq.	19. Q. B. to Q. R's 3rd.
20. Q. to her B's 3rd.†	20. K. B. to Q. Kt.'s 3rd.
21. Kt. to Q's 4th.‡	21. K. B. takes Kt.
22. Q. to her R's 5th (ch.)	22. K. B. to Q. Kt.'s 3rd.
23. Q. takes Q. B.	23. Q. to her B's sq.§
24. K. R. to K's 7th (ch.)	24. K. to Q's sq.
25. Q. to K's 2nd.	25. Q. to K. B's 4th.
26. Q. R. to K's sq.	

The game was prolonged for some moves, but finally won by Black.

* Threatening mate next move.

† Promising to win the Q. B. by checking at Q. R's 5th.

‡ P. to Q. R's 5th would be to occupy the very square which it is important for his Q. to get possession of.

§ Dreading the advance of the Q. R. P.

GAME XXXV.

WITH MR. HANNAH, OF THE BRIGHTON CHESS CLUB.

(In this and the following game, remove Black's Queen's Knight from the board.)

[THE LOPEZ GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K's 2nd.	3. P. to Q's 3rd.
4. P. to K. B's 4th.	4. B. takes K. Kt.
5. R. takes B.	5. P. takes P.
6. P. to Q's 3rd.*	6. Q. Kt. to B's 3rd.
7. Q. B. takes P.	7. Kt. to Q's 5th.
8. Q. to K. B's 2nd.	8. Q. to K. B's 3rd.†
9. K. R. to K. B's sq.	9. Q. Kt. to K's 3rd.
10. B. takes Kt.	10. B. takes B.
11. Castles.	11. P. to K. Kt.'s 4th.‡
12. B. to Q's 2nd.	12. Q. takes Q.
13. R. takes Q.	13. P. to K. B's 3rd.
14. Q. R. to K. B's sq.	14. K. to his 2nd.
15. P. to Q's 4th.§	15. P. to K. R's 3rd.
16. P. to K's 5th.‖	16. Q. P. takes P.
17. P. takes P.	17. P. to K. B's 4th.
18. R. to K. B's 3rd.¶	18. Q. R. to Q's sq.
19. R. to K. R's 3rd.**	19. P. to K. B's 5th.
20. R. to Q. B's 3rd.	20. R. to Q's 2nd.
21. P. to K. Kt.'s 3rd.	21. P. takes P.
22. R. takes Kt. P.††	22. K. R. to R's 2nd.

* At this point of the Lopez Gambit it is usual to advance the P. to Q's 4th; but we believe it better, especially where odds are given by the opening player, to move it only to the third sq.

† Menacing the capture of the Q. B. P. with his Kt.

‡ Had he taken the Q. R. P., Black would have got a fine attack by playing P. to K's 5th.

§ Wishing to dislodge the adverse B., and then take the K. Kt. P. with his own.

‖ White's last move compels his adversary to change his tactics.

¶ Black's forces are so well posted, and his opponent's so out of play, that, in effect, it is the latter who is giving odds.

** Ostensibly to enable him to take the K. Kt. P. with his B.; but in reality to compel his antagonist to play forward his K. B. P.

†† By taking with the R. he threatens the terrible check with his B. at Q. Kt.'s 4th.

23. B. to Q. Kt.'s 4th (ch.)	23. Q. R. to Q's 3rd.*
24. R. to Q's sq.	24. K. to Q's 2nd.
25. P. takes R.	25. P. to Q. B's 3rd.
26. R. to K. B's sq.	26. K. to his sq.†
27. R. to K. B's 8th (ch.)	27. K. takes R.
28. P. to Q's 7th (dis. ch.)	

And White resigns.

GAME XXXVI.

Between the same players.

[THE LOPEZ GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K's 2nd.	3. P. to Q's 3rd.
4. P. to K. B's 4th.	4. B. takes Kt.
5. R. takes B.	5. Q. Kt. to B's 3rd.
6. P. to Q. B's 3rd.	6. Q. to K. B's 3rd.
7. P. to K. B's 5th.	7. P. to K. Kt.'s 3rd.
8. P. to K. Kt.'s 4th.	8. P. takes P.
9. K. Kt. P. takes P.	9. Q. to K. R's 5th (ch.)
10. R. to K. Kt.'s 3rd.	10. K. Kt. to B's 3rd.
11. P. to Q's 3rd.	11. R. to K. Kt.'s sq.‡
12. Q. to K. Kt.'s 2nd.	12. Kt. to K. R's 4th.§
13. Q. to K. R's 3rd.	13. Q. takes Q.
14. R. takes Q.	14. K. Kt. to B's 3rd.
15. K. to B's 2nd.	15. B. to Q's 2nd.
16. P. to Q. Kt.'s 4th.	16. Castles.‖
17. B. takes K. B. P.	17. R. to K. Kt.'s 2nd.
18. B. to Q. Kt.'s 3rd.	18. P. to Q's 4th.¶

* P. to Q. B's 4th would have prolonged the game, but nothing could save it.

† He plays thus, thinking to prevent the adverse R. being moved to his B's sq.

‡ If he had played the Kt. to K. R's 4th, Black would have moved his Q. to K. Kt.'s 4th, compelling an exchange of Queens.

§ The loss of the exchange now seems inevitable; but Black has still a move in store to avert it.

‖ White left the B. P. to be taken intentionally, and after long deliberation on his move, but the sacrifice was hardly judicious.

¶ White very properly determines to break up the strong centre Pawns of his adversary.

19. P. takes P.	19. Q. Kt. to K's 2nd.
20. R. to K. Kt.'s 3rd.	20. R. takes R.
21. P. takes R.	21. B. takes K. B. P.
22. Q. B. to K. Kt.'s 5th.	22. K. Kt. to his own sq.
23. K. to his 3rd.	23. R. to Q's 2nd.
24. R. to K. B's sq.*	24. R. to Q's 3rd.†
25. P. to Q. B's 4th.‡	25. R. to K. Kt.'s 3rd.
26. B. to K. R's 4th.	26. K. to Q's 2nd.
27. P. to Q's 4th.	27. P. takes P. (ch.)
28. K. takes P.	28. R. to Kt.'s 5th (ch.)
29. K. to Q. B's 5th.§	29. K. Kt. to R's 3rd.
30. B. to Q. R's 4th (ch.)	30. K. to Q's sq.‖
31. B. to Q's sq.	31. P. to Q. Kt.'s 3rd (ch.)
32. K. to Kt.'s 5th.	32. B. to Q's 2nd (ch.)
33. K. to R's 6th.	33. B. to Q. B's sq. (ch.)
34. K. takes P.	34. R. takes Q. B. P.
35. R. to K. B's 8th (ch.)	35. K. to Q's 2nd.
36. B. takes Kt.	36. K. takes B.
37. R. takes B.	37. Kt. to K. B's 4th.
38. R. to K. R's 8th.	38. Kt. takes P.
39. R. takes P. (ch.)	39. K. to Q's 3rd.
40. R. to R's 6th (ch.)	40. K. to his 4th.¶
41. B. to Q. Kt.'s 3rd.	41. R. to Q. B's 6th.**
42. R. to K's 6th (ch.)	42. K. to his B's 4th.

* Upon examination, White's position will be found one of extreme difficulty at this juncture. If the B. is moved, Black can check with his R., and after taking the interposed R. of his opponent, play P. to Q's 6th, and win the K. Kt.

† This move was the result of profound consideration, and although its effects are not apparent at first sight, it is perhaps the best move on the board.

‡ P. to K. Kt.'s 4th would have been of no avail, since upon the Rook's checking, White could play his K. to Q's 2nd.

§ This looks over bold.

‖ K. to B's sq. would probably have been better. In that case, if Black took the Kt. it would cost him the game (*e. g.*):—

	30. K. to Q. B's sq.
31. B. takes Kt.	31. P. to Q. Kt.'s 3rd (ch.)
32. K. to Kt.'s 5th.	32. K. to Kt.'s 2nd.

Mating next move with the B. or Q. R. P.

¶ He evidently could not take the P. because of Black's playing B. to Q. Kt.'s 3rd next move.

** If he had taken the Q. Kt. P., Black would have won the Q. B. P. by moving R. to Q. B's 6th.

43. K. to Kt.'s 7th.	43. P. to Q. B's 4th.
44. P. takes P. (in passing)	44. R. takes B.
45. P. takes R.	45. K. takes R.
46. P. to Q. B's 7th.	

And wins.

CHAPTER IV.

GAMES PLAYED AT THE ODDS OF THE PAWN AND TWO MOVES.

GAME XXXVII.

WITH MR. J. BROWN, ONE OF THE FINEST METROPOLITAN AMATEURS.

(The reader must not omit to remove White's King's Bishop's Pawn before he attempts to play over any one of these games.)

[THE PAWN AND TWO MOVES.]

BLACK. (Mr. B.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. takes P.
5. P. takes P.	5. K. B. checks.
6. Q. Kt. to B's 3rd.	6. K. Kt to K's 2nd.
7. P. to Q. R's 3rd.	7. K. B. to Q. R's 4th.
8. Q. to K. R's 5th (ch.)	8. P. to K. Kt.'s 3rd.
9. Q. to K.'s 5th.	9. Castles.
10. K. Kt. to K's 2nd.	10. Q. Kt. to Q. B's 3rd.
11. Q. to K. Kt.'s 3rd.	11. P. to Q's 4th.
12. P. to K's 5th.	12. K. Kt. to K. B's 4th.
13. B. takes Kt.	13. R. takes B.
14. Castles.	14. P. to Q. R's 3rd.
15. B. to K's 3rd.	15. B. to Q. B's 2nd.
16. P. to K. B's 4th.	16. P. to Q. Kt.'s 4th.
17. Q. R. to Q. B's sq.	17. Kt. to Q. R's 4th.
18. R. to Q. B's 2nd.	18. Kt. to Q. B's 5th.
19. P. to Q. Kt.'s 3rd.	19. Kt. takes Q. R. P.
20. Q. R. to Q. R's 2nd.	20. P. to Q. Kt.'s 5th.
21. Q. Kt. to Q. R's 4th.	21. P. to Q. R's 4th.
22. Q. Kt. to Q. B's 5th.	22. B. to Q. Kt.'s 3rd.

23. K. R. to Q's sq.	23. Q. R. to Q. R's 2nd.
24. B. to Q. B's sq.	24. Kt. to Q. Kt.'s 4th.
25. Q. R. to Q. B's 2nd.	25. Q. R. to Q. B's 2nd.
26. Q. to her 3rd.	26. Kt. takes Q. P.
27. Q. takes Kt.*	27. Q. to K's 2nd.
28. B. to K's 3rd.	28. B. to Q. R's 3rd.
29. K. R. to Q. B's sq.	29. B. takes Kt. at K's 7th.
30. Q. R. takes B.	30. K. R. to K. B's sq.
31. Q. R. to Q. B's 2nd.	31. K. R. to Q. B's sq.
32. P. to K. Kt.'s 3rd.	32. Q. R. to Q. B's 3rd.
33. K. to R's sq.	33. P. to Q. R's 5th.
34. Q. takes Q. Kt. P.	34. Q. R. P. takes P.
35. Q. R. to Q. Kt.'s 2nd.†	35. B. takes Kt.
36. B. takes B.	36. R. takes B.
37. R. takes R.	37. Q. takes R.
38. Q. takes Q.	38. R. takes Q.‡
39. R. takes P.	39. P. to K. R's 4th.
40. K. to K. Kt.'s 2nd.	40. R. to Q. B's 7th (ch.)
41. K. to R's 3rd.	41. K. to B's 2nd.
42. R. to Q. Kt.'s 7th (ch.)	42. K. to B's sq.
43. K. to K. R's 4th.§	43. R. takes P. (ch.)
44. K. to Kt.'s 5th.	44. R. to K. Kt.'s 7th.‖
45. K. to K. B's 6th.	45. K. to K's sq.
46. K. takes K. P.	46. K. to Q's sq.
47. R. to Q. Kt.'s 3rd.	47. P. to Q's 5th.
48. K. to Q's 6th.	48. K. to Q. B's sq.
49. P. to K's 6th.	49. R. to K's 7th.
50. P. to K's 7th.	50. R. to K's 8th.
51. R. to Q. Kt.'s 5th.	

And wins.

* If he had taken the Kt. with Kt., White, by taking the Q. Kt. with his R., would have got the better game.

† Taking the Pawn with his Queen, and then, if White took Kt., the playing Q. to her Kt.'s 5th would perhaps have been preferable.

‡ The game is very well contested up to this stage, and with equal care and skill on both sides, it should end as a drawn game; White, however, plays somewhat negligently after recovering the advantage given at the beginning, and ultimately loses the game.

§ Very well played. By giving up this Pawn, which few players would have dared, Black is enabled to bring his King into powerful co-operation with the Rook.

‖ P. to Q's 5th would have been better, possibly.

Game XXXVIII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt to B's 3rd.
6. P. to K. B's 4th.	6. K. Kt. to R's 3rd.
7. K. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. Castles.	8. Castles.
9. Q. Kt. to Q. R's 3rd.	9. P. to Q. R's 3rd.
10. Q. Kt. to Q. B's 4th.	10. P. to Q. Kt.'s 4th.
11. Q. Kt. to K's 3rd.	11. P. to Q's 4th.
12. K. P. takes P. *in passing*	12. K. B. takes P.
13. Q. to Q. B's 2nd.	13. Q. B. P. takes P.
14. K. B. takes K. Kt. P.*	14. P. takes Q. Kt.
15. B. takes K. R. P. (ch.)	15. K. to R's sq.
16. Q. B. takes P.	16. B. takes K. B. P.
17. Q. B. takes B.	17. R. takes B.
18. B. to K's 4th.	18. B. to Q. Kt.'s 2nd.
19. B. takes Kt.	19. B. takes B.
20. Kt. to K's 5th.	20. B. to K's 5th.
21. Q. to K's 2nd.	21. Q. to K. Kt.'s 4th.
22. R. takes R.	22. Q. takes R.
23. R. to K's sq.	23. Q. takes Kt.
24. Q. takes B.	24. Q. takes Q.
25. R. takes Q.	25. R. to K's sq.
26. P. to K. Kt.'s 4th.	26. K. to K. Kt.'s 2nd.
27. K. to Kt.'s 2nd.	27. P. to K's 4th.
28. K. to B's 3rd.	28. Kt. to K. B's 2nd.
29. P. to K. R's 4th.	29. K. to B's 3rd.
30. R. to K's 2nd.	30. Kt. to Q's 3rd.
31. P. to Q. Kt.'s 3rd.	31. R. to Q. B's sq.
32. R. to Q. B's 2nd.	32. P. to Q. R's 4th.
33. K. to K's 3rd.	33. P. to R's 5th.
34. R. to K. B's 2nd (ch.)	34. K. to Kt.'s 3rd.
35. R. to Q. B's 2nd.	35. P. to R's 6th.

* Hardly judicious, against a stronger player.

36. K. to B's 3rd.	36. R. to K. B's sq. (ch.)
37. K. to K's 3rd.	37. R. to K. B's 5th.
38. R. to Q's 2nd.	38. Kt to K. B's 2nd.*
39. R. to K. Kt.'s 2nd.	39. Kt. to K. R's 3rd.
40. P. to K. Kt.'s 5th.	40. Kt. to B's 4th (ch.)
41. K. to Q's 3rd.	41. Kt. takes K. R. P.
42. R. to K's 2nd.	42. K. to B's 4th.
43. P. to Q. B's 4th.	43. R. to K. B's 6th (ch.)
44. K. to Q's 2nd.	44. P. to Q. Kt.'s 5th.
45. R. to K's 3rd.†	45. R. to B's 7th (ch.)
46. R. to K's 2nd.	46. R. to K. B's 5th.
47. P. to Q. B's 5th.	47. Kt. to K. B's 6th (ch.)
48. K. to Q's sq.	48. R. to Q's 5th (ch.)
49. K. to Q. B's sq.	49. R. to Q's 4th.
50. P. to Q. B's 6th.	50. Kt. to Q's 5th.
51. R. to K. Kt.'s 2nd.	51. R. to Q. B's 4th (ch.)
52. K. to Q's sq.	52. R. takes Q. B. P.

And wins.

Game XXXIX.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. Q. B. P. takes P.
6. P. to K. R's 5th.	6. Q. to R's 4th (ch.)
7. K. to B's sq.‡	7. Q. takes K. P.
8. K. R. P. takes P.	8. P. to K. R's 3rd.
9. P. to K. Kt.'s 7th.	9. Q. takes P.
10. Q. to K. R's 5th (ch.)	10. K. to Q's sq.
11. Q. B. to K. Kt.'s 5th (ch.)	11. K. to Q. B's 2nd.
12. K. Kt. to B's 3rd.	12. Q. Kt. to B's 3rd.
13. Q. Kt. to R's 3rd.	13. K. B. takes Q. Kt.
14. Q. Kt. P. takes B.	14. K. Kt. to B's 3rd.

* This is better, although less tempting than Kt. to K's 5th.

† Had he played on his Q. B. P., White would have gained it immediately by moving his Rook to Q. B's 6th.

‡ The best move under the circumstances.

15. Q. B. to K. B's 4th (ch.)*	15. P. to Q's 3rd.
16. Q. to Q. Kt.'s 5th.	16. K. Kt. to Q's 4th.
17. Q. B. to K. Kt.'s 3rd.	17. K. R. to K. B's sq.
18. K. R. to R's 5th.	18. P. to Q. R's 3rd.
19. Q. to Q. B's 5th.	19. K. Kt. to K's 6th (ch.)
20. K. to Kt.'s sq.†	20. P. to K's 4th.
21. R. takes K. P.‡	21. R. takes Kt.
22. R. takes K. Kt.§	22. R. to K. B's 3rd.
23. R. to K. B's 3rd.	23. P. to Q. Kt.'s 3rd.
24. Q. to Q's 5th.	24. Q. to K. B's sq.
25. R. takes R.	25. Q. takes R.
26. R. to K's sq.	26. B. to Q's 2nd.
27. R. to K's 4th.	27. P. to Q. Kt.'s 4th.
28. P. to K. B's 3rd.	28. R. to K's sq.

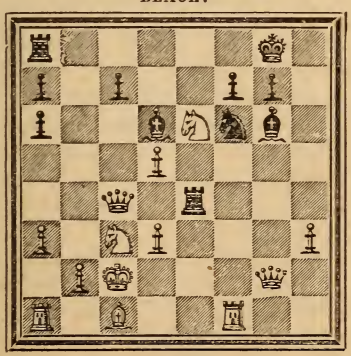
* It is evident from the following moves, that Black could not take the K. R. P. without loss.

15. B. takes K. R. P.	15. Kt. takes Q.
16. B. takes Q.	16. Kt. checks.
17. P. takes Kt.	17. R. takes R. (ch.), &c.

† If he had taken the Kt., it would have cost him two Pieces in return.

‡ A clever move, and one which renders still more curious the very remarkable position of the game at this crisis:

BLACK.



WHITE.

It will be seen that Black has no escape for his Q., and that by advancing his P. to K's 4th, White shut out the Bishop and threatened at once to capture her. Black's ingenious play of taking the K. P. with his R. prevents this, however, since if his Q. were now taken, he would win the adverse Q. in return by the double check of Rook and Bishop.

§ He would obviously have lost at least two Pieces by taking the Rook.

29. B. to K. B's 2nd.	29. R. takes R.
30. K. B. takes R.	30. Q. to K's 4th.
31. Q. to K. Kt.'s 8th.	31. Kt. to Q's sq.
32. B. to K. R's 4th.	32. Kt. to Q. B's 3rd.
33. K. to B's 2nd.	33. Q. to K. B's 5th.
34. Q. B. to K. Kt.'s 3rd.	34. Q. to K's 6th (ch.)
35. K. to B's sq.	35. Q. takes doubled P.
36. K. B. takes Kt.	36. Q. to Q. B's 8th (ch.)
37. Q. B. interposes.	37. B. takes K. B.
38. Q. to K. Kt.'s 7th (ch.)	38. K. to Q. B's sq.
39. Q. takes P. at Q's 4th.	39. P. to Q's 4th.
40. Q. to K. R's 8th (ch.)	40. K. to Q. Kt.'s 2nd.
41. Q. to R's 7th (ch.)	41. K. to Q. Kt's 3rd.
42. K. to K's 2nd.	42. Q. to K. B's 5th.
43. B. to K. B's 2nd (ch.)	43. K. to Q. R's 4th.
44. Q. to Q. R's 7th.	44. Q. to Q. B's 5th (ch.)
45. K. to Q's sq.	45. P. to Q. Kt.'s 5th.
46. B. to K's sq.	46. B. to Q. Kt.'s 4th.
47. Q. to K's 7th.	47. Q. to Q's 5th (ch.)
48. K. to Q. B's sq.	48. Q. to Q. R's 8th (ch.)
49. K. to Q's 2nd.	49. Q. takes Q. R. P.
50. Q. to Q. B's 7th (ch.)	50. K. to Q. R's 5th.

And Black resigned.

Game XL.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to K. R's 4th.	6. Q. B. P. takes P.
7. P. takes P.	7. B. to K. Kt.'s 2nd.
8. P. to K. R's 5th.	8. Kt. takes Q. P.
9. R. P. takes P.	9. Q. to Q. R's 4th (ch.)
10. K. to B's sq.	10. P. to K. R's 3rd.
11. Q. to K. R's 5th.	11. Q. takes P.
12. Q. Kt. to B's 3rd.	12. P. to Q's 4th.
13. Q. to Q's sq.	13. B. to Q's 2nd.

14. R. to K. R's 5th.	14. Q. to K. B's 3rd.
15. K. Kt. to R's 3rd.	15. Q. R. to Q. B's sq.
16. B. to K. B's 4th.	16. K. Kt. to K's 2nd.
17. B. to K's 5th.	17. Q. to K. B's sq.
18. B. takes Q. Kt.	18. B. takes B.
19. Q. Kt. to Kt.'s 5th.	19. B. to Q. B's 4th.*
20. Q. R. to Q. B's sq.	20. Q. to K. Kt.'s 2nd.
21. Q. R. takes B.†	21. R. takes R.
22. Kt. to Q's 6th (ch.)	22. K. to B's sq.
23. Q. to B's 3rd (ch.)	23. Kt. to K. B's 4th.‡
24. P. to K. Kt. s 4th.	24. R. to Q. B's 8th (ch.)
25. K. to Kt.'s 2nd.	25. Q. takes P. at K. Kt.'s 3rd.
26. K. to R's 2nd.	26. Q. to K. Kt.'s 2nd.
27. P. takes Kt.	27. Q. to K's 4th (ch.)
28. Q. to K. B's 4th.	

And Black won the game.

Game XLI.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. P. to K. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 4th.	5. K. B. to Kt.'s 2nd.
6. K. Kt. to B's 3rd.	6. Q. B. to K. Kt.'s 5th.
7. P. to K. R's 3rd.	7. B. takes Kt.
8. Q. takes B.	8. Q. Kt. to Q's 2nd.
9. Q. Kt. to B's 3rd.	9. K. Kt. to B's 3rd.
10. K. B. to Q's 3rd.	10. Castles.
11. Q. B. to Q's 2nd.	11. K. Kt. to R's 4th.
12. Q. to K. Kt.'s 4th.	12. K. to R's sq.

* If he had moved the Kt. to K. B's 4th, Black would have gained a Piece by taking it with his Rook. His best move, we believe, was to play the Kt. to Q. B's 3rd.

† Black plays the latter portion of this game with a good deal of spirit.

‡ K. to Kt.'s sq. appears to be better, but that would not have saved the game.

13. K. R. to K. B's sq.	13. P. to Q. R's 3rd.
14. P. to K. R's 4th.	14. K. B. to Q's 5th.
15. Q. to K. R's 3rd.	15. Q. Kt. to K. B's 3rd.
16. P. to K. Kt.'s 4th.	16. Q. to Q's 2nd.
17. P. to K. B's 5th.	17. K. Kt. to Kt.'s 2nd.
18. P. to K. R's 5th.	18. P. takes K. R. P.
19. Kt. P takes P.	19. K. Kt. takes R. P.
20. K. B. to K's 2nd.	20. K. Kt. to Kt.'s 2nd.
21. K. R. to R's sq.	21. K. R. to K. B's 2nd.
22. Castles on Q's side.	22. Q. R. to Q. Kt.'s sq.
23. B. to K. Kt.'s 5th.	23. K. Kt. to K's sq.
24. B. to K. R's 5th.	24. K. R. to K. Kt.'s 2nd.
25. B. to K. Kt.'s 6th.*	25. P. to Q. Kt.'s 4th.
26. B. to K. R's 6th.	26. K. R. to Kt.'s sq.
27. Q. B. to K. B's 8th.†	27. R. takes K. B.
28. P. takes R.	28. Q. takes Q.
29. R. takes Q.	29. Q. Kt. P. takes P.
30. B. takes K. P.	30. K. to Kt.'s 2nd.
31. P. takes R. P.	31. Kt. takes K. R. P.
32. Q. R. to Q's 2nd.	32. K. Kt. to B's 3rd.
33. B. takes Kt. (ch.)	33. Kt. takes B.
34. Q. R. to K's 2nd.	34. K. to B's 2nd.
35. K. R. to R's 4th.	35. R. to K. Kt.'s sq.
36. K. to Q. B's 2nd.	36. Kt. to K. Kt.'s 5th.
37. Kt. to Q's sq.	37. Kt. to K's 4th.
38. K. R. to R's 7th (ch.)	38. K. to B's 3rd.
39. K. R. to Q. R's 7th.	39. Kt. to Q's 6th.
40. P. to Q. R's 3rd.	40. R. to Q. Kt.'s sq.
41. R. takes R. P.	41. K. to his 4th.
42. R. to Q. R's 7th.	42. B. takes Kt. P.
43. Kt. to K's 3rd.	43. Kt. to K. B's 5th.
44. Kt. takes doubled P. (ch.)	44. K. to Q's 5th.
45. Kt. takes B.‡	45. Kt. takes R.
46. R. to Q's 7th.	46. K. takes P.
47. R. takes Q. P.	47. Kt. to Q's 5th (ch.)
48. K. to Q. B's sq.	48. Kt. to K's 7th (ch.)
49. K. to Q. B's 2nd.	49. Kt. to K. B's 5th.
50. Kt. to Q. R's 4th.	50. K. to Q's 5th.

* The attack in this game is very ably sustained. At the present stage it seems almost irresistible.

† Threatening immediate mate, by Q. takes R. P. (ch.), &c.

‡ R. to K. B's 2nd, would perhaps have been stronger.

51. R. to Q's 7th.	51. R. to K. R's sq.*
52. P. to Q's 6th.	52. R. to K. R's 7th (ch.)
53. K. to Q. Kt.'s 3rd.	53. Kt. to Q's 4th.†
54. Kt. to Q. Kt.'s 2nd.	54. P. to B's 5th (ch.)
55. Kt. takes P.	55. R. to K. R's 6th (ch.)
56. K. to Q. R's 4th.	56. K. takes Kt.
57. R. to Q. R's 7th.	

Drawn game.‡

Game XLII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. P. takes P.
6. Q. B. P. takes P.	6. K. Kt. to B's 3rd.
7. Q. Kt. to B's 3rd.	7. B. to K. Kt.'s 5th.
8. P. to K. B's 3rd.	8. B. to K. R's 4th.
9. P. to K. Kt.'s 4th.	9. B. to K. B's 2nd.
10. B. to K. B's 4th.	10. P. to Q. R's 3rd.
11. P. to Q. R's 4th.	11. K. B. to K's 2nd.
12. K. Kt. to K's 2nd.	12. Castles.
13. Q. to Q's 2nd.	13. Q. Kt. to Q's 2nd.
14. K. Kt. to Kt.'s 3rd.	14. B. to K. Kt.'s 3rd.
15. Kt. to K. B's 5th.	15. K. Kt. to K's sq.
16. K. to K's 2nd.	16. Q. Kt. to K's 4th.
17. B. takes Kt.	17. Q. P. takes B.

* From this point, with exact play, it would appear that White might have won.

† Kt. to Q's 6th, would have won at least a Piece (*e. g.*):—

	53. Kt. to Q's 6th.
54. Kt. to Kt.'s 6th.	54. R. to Kt.'s 7th (ch.)
(Black would equally lose by Kt. to Q. B's 3rd.)	
55. K. to R's 4th.	55. R. takes Kt.

And must win.

‡ R. to K. R's 4th, would compel the Black King to submit to a discovered check, but it does not appear at all clear that he could not escape.

18.	P. to K. R's 4th.	18. Kt. to Q's 3rd.*
19.	P. to Q. Kt.'s 3rd.†	19. Q. R. to Q. B's sq.
20.	B. to Q. B's 2nd.	20. Q. B. takes Kt.
21.	Kt. P. takes B.	21. B. takes K. R. P.‡
22.	Q. R. to K. Kt.'s sq.	22. Kt. to K. B's 2nd.
23.	Q. R. to K. Kt.'s 4th.	23. B. to K. Kt.'s 4th.
24.	Q. to K's sq.	24. P. to K. R's 3rd.
25.	Q. to K. Kt.'s 3rd.	25. P. to Q. B's 5th.
26.	P. to Q. Kt.'s 4th.	26. Q. to Q. Kt.'s 3rd.
27.	Q. R. takes B.	27. Kt. takes R.
28.	Q. takes K. P.	28. Q. R. to K's sq.
29.	Q. to K. Kt.'s 3rd.	29. Q. takes Q. Kt. P.
30.	P. to K. B's 4th.	30. Q. to Q. Kt.'s 7th.§
31.	P. takes Kt.	31. Q. takes B. (ch.)
32.	K. to B's sq.	32. Q. R. takes K. P.
33.	Kt. takes R.	33. Q. takes Kt.
34.	K. R. to R's 2nd.	34. R. takes P. (ch.)
35.	R. to K. B's 2nd.	35. Q. to Q. Kt.'s 8th (ch.)
36.	K. to K's 2nd.	36. Q. to Q. Kt.'s 7th (ch.)

Black resigned.

Game XLIII.

Between the same players.

[The Pawn and Two Moves.]

	Black. (Mr. B.)	White. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. P. to K's 3rd.
3.	K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4.	P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5.	P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6.	P. to K. B's 4th.	6. P. to Q's 4th.
7.	K. Kt. to B's 3rd.	7. K. Kt. to R's 3rd.
8.	Castles.	8. K. B. to K's 2nd.
9.	P. to Q. Kt.'s 3rd.	9. Castles.
10.	Q. to B's 2nd.	10. K. to Kt.'s 2nd.

* He might have gained the K. R's Pawn by taking off the Kt., but in doing so he would have enabled Black to double his Rooks with great effect on the K. R's file.

† P. to K. R's 5th looks stronger,

‡ Dangerous, certainly!

§ Better play than retreating the Kt.

11. P. to Q. R's 3rd.	11. P. takes Q. P.
12. P. takes P.	12. Q. B. to Q's 2nd.
13. Q. Kt. to B's 3rd.	13. Q. R. to Q. B's sq.
14. Q. to Q's 2nd.	14. Q. to Q. Kt.'s 3rd.
15. B. to Q. B's 2nd.	15. Q. Kt. to R's 4th.
16. Q. R. to Q. Kt.'s sq.	16. Q. to Q. B's 2nd.
17. Q B. to Q. Kt.'s 2nd.	17. K. R. to B's 2nd.*
18. P. to K. R's 4th.	18. B. takes Q. R. P.
19. B. takes B.	19. Q. takes Kt.
20. R. to Q. Kt.'s 2nd.	20. Q. takes Q.
21. Kt. takes Q.	21. Kt. to K. Kt.'s 5th.
22. K. R. to K. B's 3rd.	22. B. to Q. Kt.'s 4th.
23. B. to Q's sq.	23. Q. Kt. to B's 3rd.
24. Q. R. to Q. B's 2nd.	24. K. Kt. to R's 3rd.
25. P. to K. R's 5th.	25. Kt. to K. B's 4th.
26. K. R. P. takes P.	26. R. P. takes P.
27. B. to Q. Kt.'s 2nd.	27. Q. R. to K. B's sq.
28. B. to Q. R's 3rd.	28. R. to K. R's sq.
29. K. R. to R's 3rd.	29. R. takes R.
30. P. takes R.	30. K. Kt. takes Q. P.
31. R. to Q. B's 3rd.	31. B. to K's 7th.

And wins.

Game XLIV.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to Q's 5th.	3. Q. Kt. to K's 4th.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. P. to Q. B's 4th.	5. P. to Q's 3rd.
6. Q. Kt. to B's 3rd.	6. P. to K. Kt.'s 3rd.
7. K. B. to Q's 3rd.	7. K. B. to K. Kt.'s 2nd.
8. K. Kt. to B's 3rd.	8. Q. B. to K. Kt.'s 5th.
9. P to K. R's 3rd.	9. Q. B. takes K. Kt.
10. Q. takes B.	10. K. Kt. to B's 3rd.
11. Q. B. to Q's 2nd.	11. Castles.

* Having in view the capture of the Q. R's Pawn, which could not be advantageously taken while this Rook remained on the K. B's sq.

12. Kt. to K's 2nd.	12. K. Kt. to Q's 2nd.
13. Q. B. to his 3rd.	13. B. takes B. (ch.)
14. Q. Kt. P. takes B.	14. K. Kt. to Q. B's 4th.
15. Q. to K's 3rd*	15. P. to K's 3rd.
16. P. to K. R's 4th.	16. Q. to K's 2nd.
17. K. to Q's 2nd.	17. Q. R. to K's sq.†
18. Kt. to K. Kt.'s 3rd.	18. P. to Q. B's 3rd.
19. Q. R. to K's sq.	19. K. P. takes P.
20. Q. B. P. takes P.	20. Q. B. P. takes P.
21. K. P. takes P.	21. Q. to her 2nd.
22. Q. to her 4th.	22. Q. to K. Kt.'s 5th.
23. Q. R. to K's 3rd.	23. R. takes R.
24. Q. takes R.	24. Kt. to K. R's 3rd.
25. R. to K. B's sq.‡	25. Kt. takes B.
26. K. takes Kt.	26. Kt. to K. B's 4th.
27. Q. to K's 6th (ch.)	27. K. to Kt.'s 2nd.
28. R. to K. B's 3rd.	28. R. to K. B's 3rd.
29. Kt. takes Kt. (ch.)	29. R. takes Kt.
30. Q. to K's 2nd.§	30. R. takes Q. P. (ch.)
31. K. to Q. B's 2nd.	31. Q. to K. B's 4th (ch.)
32. K. to Q. B's sq.	32. R. to Q. Kt.'s 4th.
33. Q. to K's 7th (ch.)	33. Q. to K. B's 2nd.
34. Q. takes Q. P.	34. R. to Q's 4th.
35. Q. to her Kt.'s 4th.	35. P. to Q. R's 4th.
36. Q. to K's 4th.	36. Q. to her 2nd.
37. Q. to K's 2nd.	37. Q. to Q. R's 5th.
38. P. to Q. B's 4th.	38. Q. to her B's 3rd.
39. R. to K's 3rd.	39. R. to Q's 5th.
40. R. to K's 7th (ch.)	40. K. to R's 3rd.
41. K. to Q. Kt.'s sq.	41. Q. to Q. B's 4th.‖
42. R. takes Q. Kt. P.	42. R. takes Q. B. P.
43. Q. to her 2nd.¶	43. R. to Q's 5th.
44. Q. to her B's sq.**	44. Q. to K. B's 4th (ch.)
45. K. to Q. R's sq.	45. Q. takes K. B. P.
46. Q. takes Q.	46. R. takes Q.

* To prevent the dangerous move of Q. Kt. to K's 4th.

† Threatening to win at least a Pawn.

‡ P. to K. R's 5th would perhaps have been better.

§ It was impossible to save both the Q's and K. Kt.'s Pawn.

‖ Taking the Q. B. P. appears to be a stronger move.

¶ The very utmost nicety of play is demanded on both sides, throughout this difficult portion of the contest.

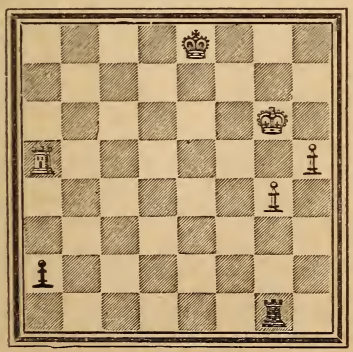
** Still promising the fatal check by discovery.

47. P. to K. Kt.'s 3rd.	47. R. to K. Kt.'s 5th.
48. R. to Q. Kt.'s 3rd.	48. P. to Q. R's 5th.
49. R. to Q's 3rd.	49. K. to R's 4th.
50. K. to Kt.'s 2nd.	50. P. to K. R's 3rd.
51. K. to B's 2nd.	51. R. to Q. B's 5th (ch.)
52. K. to Q's 2nd.	52. K. to Kt.'s 5th.
53. R. to Q. R's 3rd.	53. K. to R's 6th.
54. K. to his 2nd.	54. K. to Kt.'s 7th.
55. K. to Q's 3rd.	55. R. to K. Kt.'s 5th.
56. K. to his 2nd.	56. P. to K. R's 4th.
57. K. to his sq.	57. R. takes K. Kt. P.
58. R. takes Q. R. P.	58. R. to K. Kt.'s 5th.
59. R. to Q. R's 6th.	59. K. to Kt.'s 6th.
60. P. to Q. R's 4th.	60. K. takes K. R. P.
61. P. to Q. R's 5th.	61. P. to K. Kt.'s 4th.
62. R. to Q. R's 8th.	62. K. to Kt.'s 6th.
63. P. to Q. R's 6th.	63. P. to K. R's 5th.
64. P. to Q. R's 7th.	64. R. to Q. R's 5th.
65. R. to K. Kt.'s 8th.*	65. R. to Q. R's 8th (ch.)
66. K. to his 2nd.	

And the game was ultimately drawn.

* The position is in the highest degree instructive for the young player. To facilitate the study of its many interesting variations, we append a diagram of the situation of the Pieces, prior to Black's 65th move.

BLACK.



WHITE.

White to play, can he win the game?

Game XLV.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. Kt. to B's 3rd.
6. P. to K. B's 4th.	6. P. to K's 4th.*
7. P. to K. B's 5th.	7. P. to K. Kt.'s 3rd.
8. P. to K. Kt.'s 4th.	8. P. takes P.
9. Kt. P. takes P.	9. P. to K. R's 4th.
10. B. to K. Kt.'s 5th.	10. K. B. to Kt.'s 2nd.
11. P. to K. R's 4th.	11. Q. Kt. to R's 3rd.
12. K. Kt. to B's 3rd.	12. K. B. to R's 3rd.
13. Q. to her 2nd.	13. K. B. to Kt.'s 2nd.†
14. Q. Kt. to B's 3rd.	14. Q. to Q. R's 4th.
15. K. to his 2nd sq.‡	15. K. Kt. to his 5th sq.
16. P. to Q. R's 3rd.	16. Q. B. to Q's 2nd.
17. K. R. to K. Kt.'s sq.	17. Q. Kt. to B's 2nd.
18. K. Kt. to R's 2nd.	18. K. Kt. to B's 3rd.
19. B. takes Kt.	19. B. takes B.
20. R. to K. Kt.'s 6th.	20. K. to K's 2nd.
21. R. takes B.	21. K. takes R.
22. Q. to K. Kt.'s 5th (ch.)	22. K. to B's 2nd.
23. Q. to Kt.'s 6th (ch.)	23. K. to K's 2nd.
24. Q. to Kt.'s 7th (ch.)	24. K. to Q's sq.
25. Q. takes R. (ch.)	

And White resigned.

* This game is far from judiciously opened by the second player. At this point he ought rather to have taken the Pawn with Pawn than subject himself to the restraint which P. to K's 4th was sure to entail.

† The purpose of these moves would appear to be merely the affording time to Black to strengthen his attack.

‡ In similar positions where the Pawns are broken up or much advanced on both sides, it is frequently better to play the King thus or to B's 2nd, than to Castle.

Game XLVI.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. Kt. to B's 3rd.
6. P. to K. B's 4th.	6. K. P. takes Q. P.
7. Q. B. P. takes P.	7. Q. B. to K. Kt.'s 5th.
8. Q. to Q. B's 2nd.	8. Q. Kt. to Q's 2nd.*
9. P. to K. R's 3rd.	9. Q. B. to R's 4th.
10. P. to K. Kt.'s 4th.	10. Q. B. to K. B's 2nd.
11. Q. Kt. to B's 3rd.	11. P. to Q. R's 3rd.
12. P. to Q. R's 4th.	12. Q. R. to Q. B's sq.
13. P. to Q. Kt.'s 3rd.	13. K. B. to K's 2nd.
14. K. Kt. to B's 3rd.	14. Castles.
15. Q. B. to K's 3rd.†	15. Q. to her R's 4th.
16. K. to his 2nd.	16. Q. to her B's 2nd.
17. K. Kt. to K. Kt.'s 5th.	17. Q. Kt. to his 3rd.
18. P. to K's 5th.	18. P. takes P.
19. B. takes K. R. P. (ch.)	19. K. to R's sq.
20. Kt. takes B. (ch.)	20. K. R. takes Kt.
21. K. B. to K. Kt.'s 6th.	21. K. R. to B's sq.
22. Q. to K. B's 5th.	22. B. to Q's 3rd.
23. P. to Q. R's 5th.	23. Q. Kt. to Q's 2nd.
24. Q. to K. Kt.'s 5th.	24. P. takes K. B. P.
25. Q. to K. R's 4th (ch.)	25. K. to Kt's sq.
26. P. to K. Kt.'s 5th.	26. P. takes B.
27. Kt. to K's 4th.	27. Q. Kt. to K's 4th.‡
28. P. takes K. Kt.§	28. Kt. takes B.

* It is all important for White to prevent the advance of his opponent's K. P. in this opening.

† He might have won the K. R. P. by playing forward his K. P., but in return he would have lost his Q. P., which was of much more value.

‡ This may be called the "game move," it relieves White from an embarrassing attack, and enables him to come off the winner of a clear Piece.

§ If he had taken the Kt. with his Kt. checking, White would have retaken with his K. Kt. P., and thus have brought his Queen to bear upon the threatened point—his K. R's 2nd sq.

29. Q. to K. Kt.'s 4th.	29. Kt. to B's 5th (ch.)
30. K. to B's 3rd.	30. B. to K's 4th.
31. K. R. to K. Kt.'s sq.	31. B. takes K. B. P.
32. P. to Q's 6th.	32. Q. to her B's 3rd.
33. P. to Q's 7th.	33. Q. R. to Q's sq.
34. Q. R. to K. B's sq.	34. B. to Q's 5th.

And after a few more moves Black resigned.

Game XLVII.

WITH MR. STANLEY.*

(In each of these games White's King's Bishop's Pawn must be taken from the board.)

[The Pawn and Two Moves.]

BLACK. (Mr. S—y.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to Q's 5th.	3. Kt. to K's 4th.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. K. Kt. to B's 3rd.	5. P. to K's 3rd.
6. K. B. to Q's 3rd.	6. K. B. to Q. B's 4th.
7. Q. Kt. to B's 3rd.	7. P. to Q. R's 3rd.
8. P. to Q. R's 3rd.	8. K. Kt. to K's 2nd.
9. P. to K. R's 4th.	9. P. to Q. B's 3rd.
10. P. to Q. Kt.'s 4th.	10. K. B. to Q. R's 2nd.
11. P. to Q's 6th.	11. Kt. takes Q. P.
12. K. Kt. to Kt.'s 5th.	12. P. to K. R's 3rd.
13. K. Kt. to R's 3rd.	13. K. Kt. to his 3rd.
14. P. to K. Kt.'s 3rd.	14. Q. Kt. to K. B's 2nd.
15. Q. to K. Kt.'s 4th.†	15. Q. to K. B's 3rd.‡
16. B. to Q. Kt.'s 2nd.§	16. B. to Q's 5th.

* This gentleman, at the time the present games were played, was a resident in London, and had attained the reputation of being one of the most brilliant and promising players of the day. He has subsequently in America gained increased distinction by his victory over the French player, M. Rousseau, in the match contested at New Orleans, in the winter of 1845.

† Truly a most embarrassing move for White.

‡ It is not easy to determine whether this or B. to Q's 5th is the better move. He might also have retired the Kt. to K. B's sq., defying Black to take the K. Kt.'s Pawn.

§ The position is very difficult for both players. If Black had now played P. to K's 5th, instead of guarding his Q's Kt., White would have taken the K. P. with one of his Knights.

17. P. to K's 5th.	17. K. Kt. takes P.
18. K. B. P. takes Kt.	18. Q. Kt. takes P.
19. Q. to K. R's 5th (ch.)	19. P. to K. Kt.'s 3rd.
20. Q. Kt. to K's 4th	20. Q. to K's 2nd.*
21. Q. Kt. to Q's 6th (ch.)	21. Q. takes Kt.†
22. K. B. takes P. (ch.)	22. K. to Q's sq.
23. Castles on Q's side.	23. P. to Q. B's 4th.
24. B. takes B.	24. Q. B. P. takes B.
25. K. R. to K's sq.	25. Kt. to Q. B's 3rd.
26. Q. to K. B's 3rd.	26. R. to K. B's sq.
27. Q. to Q. Kt.'s 3rd.	27. P. to Q. Kt.'s 4th.
28. Kt. to K. B's 4th.	28. P. to Q. R's 4th.‡
29. B. to K's 4th.	29. Q. R. P. takes P.
30. B. takes Kt.	30. Q. R. takes P.
31. Q. to Q. Kt.'s 2nd.	31. K. R. takes Kt.
32. K. Kt. P. takes R.	32. Q. takes B.
33. Q. R. takes Q. P.	33. Q. to Q. B's 6th.
34. Q. takes Q.	34. P. takes Q.
35. K. to Q. Kt.'s sq.	35. P. to Q's 4th.
36. P. to K. B's 5th.	36. R. to Q. R's 3rd.
37. P. to K. B's 6th.	37. R. to Q. R's 2nd.
38. K. R. to K. Kt.'s sq.	38. R. to K. B's 2nd.
39. R. to Kt.'s 8th (ch.)	39. K. to Q's 2nd.
40. R. to Kt.'s 7th.	40. K. to his sq.
41. Q. R. to K. Kt.'s 4th.	

And after several more moves White abandoned the game.

Game XLVIII.

Between the same players.

[The Pawn and Two Moves.]

BLACK. (Mr. S—y.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. Q. P. takes P.	4. Kt. takes P.

* All this is very critical and very interesting too.

† If, instead of taking the Kt. he had moved his King to Q's sq. Black would have captured the B., threatening mate at Q. Kt.'s 6th.

‡ The present game is remarkable rather for its liveliness than for the skill or correctness of the play. At this point White is guilty of an unaccountable omission. He had simply to move P. to K's 4th. and he must have won a clear Piece.

5.	P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6.	K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7.	P. to K. B's 5th.	7. P. to Q. B's 3rd.*
8.	Q. B. takes K. Kt.	8. Q. to K. R's 5th (ch.)
9.	P. to K. Kt.'s 3rd.	9. Q. takes B.
10.	B. takes Kt. (ch.)	10. K. takes B.
11.	Q. to Q's 4th.	11. P. to Q. Kt.'s 3rd.†
12.	Q. to Q. B's 4th (ch.)	12. K. to K's sq.
13.	K. Kt. to K's 2nd.	13. P. to Q. R's 4th.
14.	Q. to Q's 4th.	14. K. B. to Q. B's 4th.
15.	Q. to K's 5th (ch.)	15. K. to B's 2nd.
16.	Q. to K. B's 4th.	16. Q. takes Q.
17.	K. Kt. takes Q.	17. K. R. to K's sq.
18.	Castles on Q's side.	18. P. to Q. Kt.'s 4th.
19.	K. R. to K's sq.	19. P. to Q's 3rd.
20.	P. to K. Kt.'s 4th.	20. P. to Q. R's 5th.
21.	K. Kt. to Q's 3rd.	21. P. to Q. Kt.'s 5th.
22.	K. Kt. takes B.	22. Q. P. takes K. Kt.
23.	Kt. to Q. Kt.'s sq.	23. Q. R. to R's 2nd.
24.	Q. R. to Q's 6th.	24. Q. R. to Q. B's 2nd.
25.	P. to K's 5th.	25. Q. B. to Q. R's 3rd.
26.	Kt. to Q's 2nd.	26. B. to Q. Kt.'s 4th.
27.	P. to K's 6th (ch.)	27. K. to his 2nd.
28.	Kt. to K's 4th.	28. B. to Q. B's 5th.
29.	R. checks.	29. R. takes R.
30.	P. takes R.	30. K. takes P.
31.	Kt. takes P. (ch.)	31. K. to Q's sq.
32.	Kt. to Q. Kt.'s 7th (ch.)	

And White abandoned the game.‡

Game XLIX.

Between the same players.

[The Pawn and Two Moves.]

	Black. (Mr. S—y.)	White. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. Q. Kt. to B's 3rd.

* B. to Q. Kt.'s 5th, with the object of checking with the Q. at K. R's 5th, and winning the K's P. presently, is a better move at this point.

† P. to Q. Kt.'s 4th would have been preferable, but that Black was prepared at once to take it with his Kt., and then if his Kt. were captured, to win the Q's Rook by checking with his Q. at her 5th.

‡ The young player will observe that White resigns because he is forced to lose his two Pieces for the enemy's Rook.

3.	K. B. to Q's 3rd.	3. P. to K's 4th.
4.	P. to Q's 5th.	4. Q. Kt. to K's 2nd.
5.	Q. B. to K. Kt.'s 5th.	5. P. to Q's 3rd.
6.	P. to K. B's 4th.	6. P. to Q. B's 3rd.
7.	K. B. P. takes P.	7. Q. P. takes P.
8.	P. to Q. B's 4th.	8. Q. to Q. Kt's 3rd.
9.	Q. to K's 2nd.*	9. Q. Kt. to K. Kt.'s 3rd.
10.	Q. B. to K's 3rd.	10. K. B. to Q. B's 4th.
11.	B. takes B.	11. Q. takes B.
12.	P. to K. Kt.'s 3rd.	12. K. Kt. to B's 3rd.
13.	P. to K. R's 3rd.	13. Castles.
14.	Q. Kt. to B's 3rd.	14. K. Kt. to R's 4th.†
15.	Q. takes Kt.	15. Q. to K. B's 7th (ch.)
16.	K. to Q's sq.	16. Q. takes Q. Kt.'s P.‡
17.	Q. to K's 2nd.	17. Q. takes Q. R. (ch.)
18.	K. to Q. B's 2nd.	18. P. to Q. Kt.'s 4th.
19.	Q. B. P. takes P.	19. P. takes P. at Q. Kt.'s 4th.
20.	Q. to K. Kt.'s 2nd.§	20. P. to Q. Kt's 5th.
21.	K. Kt. to K's 2nd.	21. K. R. to K. B's 7th.
22.	Q. takes R.	22. Q. takes R.
23.	Q. Kt. to Q. Kt.'s 5th.	23. B. to Q. R's 3rd.
24.	Q. to K. B's 5th.‖	24. B. to Q. B's sq.
25.	Q. to K. Kt.'s 5th.	25. B. to Q's 2nd.
26.	Q. Kt. to Q. B's 7th.	26. R. to K. B's sq.
27.	Kt. to K's 6th.	27. R. to Q. B's sq. (ch.)
28.	K. to Q's 2nd.	28. Q. takes K. R. P.
29.	B. to Q. R's 6th.	29. B. takes Kt.
30.	Q. P. takes B.	30. Q. takes P. at K's 3rd.
31.	B. takes R.	31. Q. takes B.
32.	Q. to K's 3rd.	32. P. to Q. R's 4th.
33.	Q. to Q. Kt.'s 3rd (ch.)	33. K. to R's sq.
34.	Q. to Q's 5th.	34. P. to Q. R's 5th.
35.	Q. to Q. R's 5th.¶	35. P. to Q. Kt.'s 6th.

* P. to Q's 6th would have been unwise on account of Q. to her Kt.'s 5th (ch.), &c.

† This is the "game move." Play as he may after this, his defeat is almost inevitable.

‡ He might also, with advantage, have played Q. to K. Kt.'s 7th.

§ Threatening to entrap the Queen.

‖ With the object of checking at K's 6th, and thus winning the Bishop.

¶ Q. to her Kt.'s 5th would perhaps have been better.

36. P. takes P.	36. P. takes P.
37. Q. to Kt.'s 4th.	37. Q. to Q. B's 7th (ch.)
38. K. to his 3rd.	38. P. to K. R's 3rd.

And Black resigned.

Game L.

Between the same players.

[The Pawn and Two Moves.]

BLACK. (Mr. S—y.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. P. to Q's 3rd.
7. P. to K. R's 4th.	7. Q. B. P. takes P.
8. Q. B. P. takes P.	8. Q. P. takes K. P.
9. P. to K. R's 5th.	9. B. to K. Kt.'s 2nd.
10. R. P. takes P.	10. P. to K. R's 3rd.
11. Q. P. takes P.	11. Q. Kt. takes P.
12. B. to Q. Kt.'s 5th (ch.)	12. Q. Kt. to Q's 2nd.
13. Castles.	13. K. Kt. to K's 2nd.
14. Q. to K's 2nd.*	14. Q. to Q. Kt.'s 3rd.
15. Q. Kt. to R's 3rd.	15. Castles.
16. Q. Kt. to B's 4th.†	16. Q. takes B.
17. Q. takes P. (ch.)	17. K. to R's sq.
18. Q. Kt. to Q's 6th.	18. Q. Kt. to K's 4th.
19. Q. takes K. Kt.	19. Q. Kt. takes Kt. (ch.)
20. P. takes Kt.	20. Q. to K. R's 4th.
21. Kt. to K. B's 7th (ch.)	21. R. takes Kt.‡
22. Q. takes R.	22. B. to K. B's 4th.§
23. B. takes K. R. P.‖	23. Q. takes B.¶
24. Q. takes Q. B.	24. R. to K. B's sq.

* Black plays this opening, a very good specimen of its kind, with both spirit and judgment.

† The skirmishing here is very lively, but the moves are evidently well considered on both sides.

‡ He is compelled to take the Kt., or Black at least can draw the game.

§ Far better than B. to K. R's 6th, because then Black would have replied with K. R. to K's sq., and have had an easy winning game.

‖ Very cleverly played.

¶ Obviously his only move.

25. Q. to K's 6th.	25. R. to K. B's 3rd.
26. Q. to Q. B's 8th (ch.)	26. B. interposes.
27. K. R. to K's sq.	27. R. takes P. (ch.)
28. K. to B's sq.	28. R. to K. Kt.'s sq.
29. Q. to K's 6th.	29. R. to K. Kt.'s 3rd.
30. Q. to K's 5th (ch.)	30. B. to K. Kt.'s 2nd.
31. Q. to K. B's 5th.	31. R. to K. B's 3rd.
32. R. to K's 8th (ch.)	32. B. interposes.
33. Q. to K. Kt.'s 4th.	33. Q. to R's 8th (ch.)
34. Q. to K. Kt.'s sq.	34. Q. to K. R's 4th.*
35. Q. R. to K's sq.	35. R. to K. Kt.'s 3rd †
36. R. takes B. (ch.)	36. K. to Kt.'s 2nd.
37. Q. takes R. (ch.)	37. Q. takes Q.
38. K. R. to K. B's 4th.	38. Q. to Q's 6th (ch.)
39. K. to his Kt.'s 2nd.	39. Q. to Q. Kt.'s 4th.
40. Q. R. to K. Kt.'s sq.‡	40. Q. to K. R's 4th.
41. K. to B's sq. (dis. ch.)	41. K. to R's 2nd.
42. P. to Q. R's 4th.§	42. P. to Q. Kt.'s 4th.
43. Q. R. to K. Kt.'s 2nd.	43. Q. to K. R's 8th (ch.)
44. K. to K's 2nd.‖	44. P. takes R. P.
45. K. R. takes P.	45. P. to Q. R's 3rd.
46. K. R. to K. Kt.'s 4th.	

And in a few moves White abandoned the game.

Game LI.

Between the same players.

[The Pawn and Two Moves.]

BLACK. (Mr. S—y)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.

* If he had taken the Pawn, Black could have compelled an exchange of Queens by checking first at K. R's 2nd, and then at K. Kt.'s 2nd.

† The terminating moves, with the two Rooks against the Q., are full of interest.

‡ Black's play is of the first order at this period of the game.

§ To prevent a check at his Q. Kt.'s 5th.

‖ This is highly ingenious; White dare not take the Rook, on account of his adversary then playing R. to K. R's 4th (ch.), followed by R. to K. Kt.'s 4th (ch.)

6.	K. Kt. to B's 3rd.	6. P. takes P.
7.	P. takes P.	7. K. B. checks.
8.	Kt. to Q. B's 3rd.	8. K. Kt. to K's 2nd.
9.	Q. B. to K. Kt.'s 5th.	9. P. to Q's 3rd.
10.	Castles.	10. B. takes Q. Kt.
11.	P. takes B.	11. Q. P. takes P.
12.	Q. P. takes P.	12. Castles.
13.	Q. B. to K. B's 6th.	13. Q. to her R's 4th.
14.	Q. to Q's 2nd.	14. Kt. to Q's 4th.
15.	Q. to K. R's 6th.	15. Kt. takes Q. B.
16.	K. P. takes Kt.*	16. R. takes P.
17.	P. to K. R's 4th.	17. Kt. to K's 4th.
18.	Kt. to Kt.'s 5th.	18. Q. to Q. B's 2nd.
19.	B. to K's 2nd.	19. Q. to K. Kt.'s 2nd.
20.	Q. takes Q. (ch.)	20. K. takes Q.
21.	Q. R. to Q's sq.	21. Kt. to K. B's 2nd.
22.	Kt. takes Kt.	22. R. takes Kt.
23.	Q. R. to Q's 8th.†	23. P. to Q. R's 4th.
24.	B. to Q. B's 4th.	24. K. to his B's 3rd.
25.	P. to K. Kt.'s 4th.	25. R. to Q. B's 2nd.
26.	B. takes P.‡	26. K. takes B.
27.	K. R. checks.	27. K. to his B's 2nd.
28.	K. R. to K's 8th.	28. P. to Q. Kt.'s 3rd.
29.	P. to K. B's 4th.	

After a few more moves the game was declared drawn.

Game LII.

Between the same players.

[The Pawn and Two Moves.]

	Black. (Mr. S—y.)	White. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. P. to K's 3rd.
3.	K. B. to Q's 3rd.	3. P. to Q. B's 4th.

* If now Black had taken the K. Kt. P. with his Bishop, his opponent by taking the K. P. with his Kt., would have got the advantage.

† This is an annoying move for White, as for some time it completely locks up both his Rook and Bishop. If he attempt to displace the Rook by playing R. to K. B's sq. or R. to Q's 2nd, Black answers with K. R. to Q's sq.

‡ Overbold this would seem. B. to Q. Kt.'s 5th looks more promising a good deal.

4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. Q. to K. Kt.'s 4th.	5. K. Kt. to K's 2nd.
6. K. Kt. to B's 3rd.	6. Q. B. P. takes P.
7. P. to K. R's 4th.	7. Q. Kt. to B's 3rd.
8. P. to K. R's 5th.	8. Q. Kt. takes K. P.
9. Q. takes Q. P.*	9. B. to K. Kt.'s 2nd.
10. Kt. takes Kt.	10. Q. to R's 4th (ch.)
11. B. to Q's 2nd.	11. Q. takes Kt. (ch.)
12. Q. takes Q.	12. B. takes Q.
13. R. P. takes P.	13. P. takes P.
14. R. takes R. (ch.)	14. B. takes R.
15. B. to Q. B's 3rd.	15. B. takes B. (ch.)
16. Kt. takes B.	16. P. to Q's 4th.
17. Kt. to Q. Kt.'s 5th.	17. K. to Q's 2nd.
18. P. to Q. B's 4th.	18. P. to Q. R's 3rd.
19. Kt. to B's 3rd.	19. P. to Q's 5th.
20. Kt. to Q. R's 4th.	20. K. to Q. B's 2nd.
21. Castles.	21 P. to Q. Kt.'s 4th.
22. P. takes P.	22. P. takes P.†
23. B. takes Q. Kt. P.	23. P. to K's 4th.
24. P. to Q. Kt.'s 3rd.	24. B. to K. B's 4th.
25. R. to K's sq.	25. R. to Q. B's sq.
26. B. to Q. R's 6th.‡	26. R. to Q. R's sq.
27. B. to Q. B's 4th.	27. K. to Q's 3rd.
28. P. to K. B's 3rd.	28. Kt. to Q. B's 3rd.
29. P. to K. Kt.'s 4th.	29. B. to K's 3rd.
30. B. takes B.	30. K. takes B.
31. P. to K. B's 4th.	31. K. to Q's 3rd.
32. P. takes P. (ch.)	32. Kt. takes P.
33. R. to Q's sq.	33. R. checks.

* The attack and defence in the present opening exhibit many novel and brilliant variations on the ordinary modes of beginning this description of game.

† The sacrifice of a Pawn here appears to have been made with the intention of afterwards playing R. to Q. R's 4th, to gain either the B. or Kt.; why this object was abandoned the following moves will show.

	23. R. to Q. R's 4th.
24. B. to K's 8th.	24. K. to Q's sq.
25. P. to Q. Kt.'s 4th.	25. R. to K. B's 4th.
26. P. to K. Kt.'s 4th.	

And the Bishop escapes.

‡ He would have lost a Piece through White's last insidious move, if he had taken the K. P.

34. K. to Kt.'s 2nd.	34. Kt. to Q. B's 3rd.
35. Kt. to Kt.'s 6th.	35. R. to K. B's sq.
36. Kt. to B's 4th (ch.)	36. K. to Q. B's 4th.
37. P. to Q. R's 3rd.	37. K. to Q's 4th.
38. R. to Q's 2nd.	38. R. to K. B's 5th.
39. R. to K. Kt.'s 2nd.	39. P. to K. Kt.'s 4th.
40. Kt. to Q's 2nd.	40. Kt. to K's 4th.
41. P. to Q. R's 4th.	41. Kt. to Q's 6th (ch.)
42. K. to R's 3rd.	42. Kt. to K's 8th.*
43. R. to Kt.'s sq.	43. Kt. checks.
44. K. to Kt.'s 2nd.	44. Kt. to K's 6th.
45. P. to Q. R's 5th.	45. R. to K. B's 7th.
46. K. to Q. B's sq.	46. K. to Q. B's 3rd.
47. P. to Q. Kt.'s 4th.	47. K. to Kt.'s 4th.
48. Kt. to K's 4th.	48. R. to Q. B's 7th (ch.)
49. K. to Kt.'s sq.	49. K. takes Kt. P.
50. P. to Q. R's 6th.	50. K. to Q. Kt.'s 6th.
51. Kt. takes P.	51. R. to Kt.'s 7th (ch.)
52. K. to B's sq.	52. R. to Q. R's 7th.
53. R. to K. Kt.'s 3rd.	

And the game was ultimately won by the second player.

Game LIII.

WITH A DISTINGUISHED AMATEUR.

(In this and the next two games, White's King's Bishop's Pawn must be removed from the board.)

[The Pawn and Two Moves.]

BLACK. (Mr. —.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. P. takes Q. P.
6. K. P. takes P.	6. K. Kt. to B's 3rd.
7. Q. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. K. Kt. to K's 2nd.	8. Castles.
9. Castles.	9. Q. Kt. to Q's 2nd.
10. P. to K. B's 4th.	10. K. Kt. to Kt.'s 5th.
11. P. to K. R's 3rd.	11. K. Kt. to K. R's 3rd.

* This is a very instructive termination. The forces are nearly equal, and all depends upon the use that is made of them.

12. K. Kt. to Kt.'s 3rd.	12. Q. Kt. to K. B's 3rd.
13. Q. to Q. B's 2nd.	13. K. to R's sq.
14. Q. Kt. to K's 4th.	14. P. to Q. R's 3rd.
15. Q. Kt. takes Kt.	15. K. B. takes Kt.
16. B. takes K. R. P.*	16. B. to Q's 5th (ch.)
17. K. to R's sq.†	17. Q. to K. R's 5th.
18. Kt. to K's 2nd.	18. B. takes K. R. P.
19. P. to K. Kt.'s 3rd.	19. Q. to K. Kt.'s 5th.
20. Kt. takes K. B.	20. B. takes R.
21. K. to Kt.'s sq.	21. Q. takes Kt. P. (ch.)
22. K. takes B.	22. Q. B. P. takes Kt.
23. B. to Q's 3rd.	23. Kt. to K. Kt.'s 5th.
24. B. to K's 4th.	24. Q. R. to K's sq.
25. Q. to K. Kt.'s 2nd.	25. R. takes K. B. P. (ch.)
26. Q. B. takes R.	26. Q. takes B. (ch.)
27. K. to K. Kt.'s sq.	27. R. takes B.
28. Q. R. to K. B's sq.	28. Q. to K's 6th (ch.)
29. K. to R's sq.	29. Kt. to K. B's 3rd.
30. R. to K. B's 3rd.	30. R. to R's 5th (ch.)

And wins.

Game LIV.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. —.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. P. takes Q. P.
6. K. P. takes P.	6. K. Kt. to B's 3rd.
7. Q. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. Q. B. to K. Kt.'s 5th.	8. Castles.
9. Q. to Q. B's 2nd.	9. P. to K. R's 3rd.
10. P. to K. R's 4th.	10. K. Kt. to Kt.'s 5th.
11. K. Kt. to B's 3rd.	11. Q. Kt. to Q's 2nd.

* By this capture Black loses the game. Had he carefully examined the position, he would have seen that his opponent purposely left the Pawn, foreseeing that to take it must prove fatal.

† King to R's 2nd would have been still worse, since White might have checked with his Kt., and then moved Q. to K. R's 5th.

12. Castles on Q's side.	12. Q. Kt. to K's 4th.
13. K. Kt. takes Q. Kt.	13. B. takes B. (ch.)
14. K. to Q. Kt.'s sq.*	14. Kt. takes Kt.
15. R. P. takes B.	15. Q. takes P.
16. B. to K. R's 7th (ch.)	16. K. to R's sq.
17. Kt. to K's 4th.	17. Q. to K's 2nd.
18. Q. R. to K. B's sq.	18. Kt. takes Q. B. P.
19. Q. takes Kt.	19. K. takes B.
20. Q. to Q. B's 2nd.	20. Q. takes Kt.†
21. Q. takes Q. (ch.)	21. Q. B. to K. B's 4th.

And Black surrenders.‡

Game LV.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. —.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. to Q's 5th.	4. Q. Kt. to K's 2nd.
5. B. to K. Kt.'s 5th.	5. P. to Q's 3rd.
6. K. Kt. to B's 3rd.	6. B. to K. Kt.'s 5th.
7. P. to K. R's 3rd.	7. B. to Q's 2nd.
8. K. Kt. to K. R's 4th.	8. P. to K. Kt.'s 3rd.
9. B. to Q. B's 4th.	9. B. to K. R's 3rd.
10. Q. to Q's 2nd.	10. B. to K. Kt.'s 2nd.§
11. Castles on K's side.	11. K. Kt. to B's 3rd.
12. P. to K. B's 4th.	12. K. P. takes P.
13. Q. B. takes P.	13. Castles.
14. P. to K's 5th.	14. K. Kt. to R's 4th.

* Better than taking the B. at this moment.

† The concluding moves are lively, and improving also.

‡ Black resigns, because he foresees the immediate loss of another Pawn, which would leave him with four Pawns only to his adversary's six. A hopeless inferiority at such a point of the game.

§ White would not have played well in taking the Q. P. with his Kt. at this juncture, though at first sight it appears to be good (*e. g.*):—

10. Kt. takes Q. P.
11. B. takes B. 11. Kt. takes Q. Kt.

(Much better than taking the Q.)

12. P. takes Kt.

And play as he can, White loses a Piece.

15. K. P. takes P.	15. Q. B. P. takes P.
16. B. to K. R's 2nd.*	16. Q. to Q. Kt.'s 3rd (ch.)
17. K. to R's sq.	17. Q. takes Q. Kt. P.
18. Q. Kt. to K's 4th.	18. K. B. to K's 4th.
19. Q. R. to Q. Kt.'s sq.	19. R. takes K. R. (ch.)
20. R. takes R.†	20. K. B. takes B.
21. Q. to K. B's 2nd.‡	21. B. to K. B's 5th.
22. P. to K. Kt.'s 4th.	22. Q. to K's 4th.
23. Q. to K. B's 3rd.	23. Q. takes Kt.
24. Q. takes Q.	24. Kt. checks.

And Black resigned.

Game LVI.

WITH MR. MONGREDIEN, PRESIDENT OF THE LIVERPOOL CHESS CLUB, ONE OF OUR ABLEST PLAYERS.

(In each of these games, the reader must be particular in removing Black's King's Bishop's Pawn from the board.)

[The Pawn and Two Moves.]

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.§	4. P. takes P.
5. P. takes P.	5. K. Kt. to B's 3rd.
6. P. to K. B's 4th.‖	6. Q. B. to K's 3rd.
7. K. Kt. to B's 3rd.	7. Q. Kt. to Q's 2nd.
8. P. to K. R's 3rd.	8. B. to K. B's 2nd.
9. Castles.	9. P. to K's 3rd.
10. P. to K's 5th.	10. K. Kt. to Q's 4th.
11. P. to K. B's 5th.	11. Q. P. takes K. P.
12. K. B. P. takes P.	12. B. takes P.

* He would evidently have lost his Bishop by taking the Q's Pawn.

† Tempting and apparently very good, but in reality a most imprudent move.

‡ If he had taken the Bishop, White must have won a Piece in return, by Q. to K's 4th (ch.)

§ If, instead of so playing, White had taken the Pawn, his adversary would have checked with the Queen at Q. R's 4th, and then have captured the Pawn with her.

‖ P. to K's 5th, would have been bad play; because in that case Black, after taking P. with P., when White took P. with Q. P. by checking with his Q., must have won a Pawn.

13. Kt. to K. Kt.'s 5th.	13. Q. to K's 2nd.
14. Q. to K. R's 5th (ch.)	14. K. to Q's sq.
15. Q. Kt. to R's 3rd.	15. K. Kt. to K. B's 3rd.
16. Kt. takes B. (ch.)	16. Q. takes Kt.
17. Q. to K's 2nd.	17. B. takes Kt.
18. P. takes B.	18. R. to Q. B's sq.
19. Q. B. to K. Kt.'s 5th.	19. Q. to Q. Kt.'s 3rd.
20. K. to R's sq.	20. P. takes P.
21. Q. R. to Q. Kt.'s sq.	21. Q. to Q. R's 4th.*
22. Q. R. to Q. Kt.'s 5th.	22. Q. takes P.
23. R. takes Q. Kt.'s P.	23. R. to Q. B's 2nd.
24. R. to Q. Kt.'s 3rd.	24. Q. to K's 2nd.
25. Q. to Q. Kt.'s 2nd.†	25. R. to Q. B's 6th.‡
26. R. takes R.	26. P. takes R.
27. Q. takes P.	27. Q. to Q. B's 4th.
28. Q. takes Q.	28. Kt. takes Q.
29. K. B. to K. B's 5th.§	29. P. to K. R's 3rd.
30. Q. B. to K's 3rd.	30. Kt. from K. B's 3rd to K's 5th.
31. R. to Q's sq. (ch.)	31. K. to K's 2nd.
32. K. B. takes Kt.	32. Kt. takes B.
33. B. takes Q. R. P.	33. R. to Q. R's sq.
34. B. to Q's 4th.‖	34. R. to Q's sq.
35. K. to Kt.'s sq.	35. K. to K's 3rd.
36. K. to B's sq.	36. P. to K. Kt.'s 4th.
37. K. to K's 2nd.	37. R. to Q. R's sq.
38. R. to Q. R's sq.	38. K. to Q's 4th.
39. B. to K. Kt.'s 7th.	39. Kt. to K. Kt.'s 6th (ch.)
40. K. to B's 3rd.	40. Kt. to K. B's 4th.
41. B. to Q. Kt.'s 2nd.	41. Kt. to K. R's 5th (ch.)
42. K. to Kt.'s 3rd.	42. Kt. checks.
43. K. to Kt.'s 4th.	43. K. to K's 5th.

* Attacking the Q's Bishop.

† Well played; winning a Pawn.

‡ Probably the best move left for Black; had he played his Queen to K's 4th, or to her 3rd sq., he must have lost the "exchange;" and if he had moved her to Q. B's 4th, White, by playing K. R. to B's 5th, would have obtained the better game.

§ The more simple line of play; taking first the Kt. with B. check, then the Pawn with Rook, and, if Black captured the Bishop, checking with the Rook and winning the Knight, would have been better.

‖ Embarrassing his game for several moves; he should have moved R. to K's sq.

44. P. to Q. R's 4th.	44. Kt. to K's 6th (ch.)
45. K. to Kt.'s 3rd.	45. P. to K. R's 4th.
46. P. to Q. R's 5th.	46. R. to Q. R's 3rd.
47. R. to Q. R's 4th (ch.)	47. K. to Q's 6th.
48. B. to Q. B's sq.*	48. P. to K. R's 5th (ch.)
49. K. to R's 2nd.	49. Kt. to B's 8th (ch.)
50. K. to Kt.'s sq.	50. Kt. to Q's 7th.
51. B. to Q. R's 3rd.†	51. R. to K's 3rd.
52. B. to Q. Kt.'s 4th.	52. R. checks.
53. K. to R's 2nd.	53. Kt. to B's 8th (ch.)
54. K. to Kt.'s sq.‡	54. Kt. to Q's 7th.

Discovering check, and drawing the game.

Game LVII.

Between the same players.

[The Pawn and Two Moves,]

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. takes P.
5. P. takes P.	5. K. B. checks.
6. Q. Kt. to B's 3rd.	6. B. takes Kt. (ch.)§
7. P. takes B.	7. K. Kt. to K's 2nd.
8. Q. B. to K. Kt.'s 5th.	8. Castles.
9. P. to K's 5th.	9. Q. Kt. to B's 3rd.
10. Q. to Q. B's 2nd.	10. P. to K. R's 3rd.
11. B. to K. R's 4th.	11. Q. to K's sq.
12. P. to K. Kt.'s 4th.	12. P. to Q. Kt.'s 3rd.
13. K. Kt. to R's 3rd.	13. Q. B. to Q. Kt.'s 2nd.‖
14. K. R. to Kt.'s sq.	14. Q. R. to Q. B's sq.

* "K. to B's 2nd" would have lost him the game.

† He would have obtained a better position for winning, had he taken the Knight, and then checked with Rook at Q's 4th.

‡ If he had moved K. to R's sq., Black could have mated him in two moves.

§ In ordinary cases where no odds are given, it is not advisable to afford your antagonist an opportunity of thus concentrating his Pawns. In the present instance it is done to enable Black to bring out his Kt., and Castle speedily.

‖ Threatening to take Q. P. with Kt., and attack the Rook at the same time.

15. Q. to Q's 2nd.	15. K. Kt. to Q's 4th.
16. Q. R. to Q. B's sq.*	16. K. R. to K. B's 6th.
17. Q. B. to K. Kt.'s 3rd.	17. Q. Kt. takes Q. P.†
18. K. B. to K's 4th.‡	18. Q. R. takes Q. B. P.
19. R. takes R.	19. Kt. takes R.
20. B. takes B.	20. Q. to K. Kt.'s 3rd.
21. K. to K. B's sq.§	21. Q. takes K. Kt. P.‖
22. B. takes R.	22. Q. Kt. takes B.
23. Q. takes K. Kt.	23. Q. takes Kt. (ch.)
24. R. to K. Kt.'s 2nd.	24. Q. to K. B's 4th.
25. K. to K's 2nd.	25. Q. to K's 5th (ch.)

And Black draws by perpetually checking.¶

Had White omitted to protect the Q. B. P. with the Rook, his adversary would have taken it with his Kt., the capture of which by White's Queen, must have given the game decidedly in favour of Black; for suppose,

K. Kt. takes Q. B. P.	Q. takes Kt.
Q. Kt. takes K. P.	Q. to Kt.'s 3rd (best)
Kt. to K. B's 6th (ch.)	

Winning a Bishop and two Pawns for the Knight.

† This sacrifice led to some positions of singular interest and complexity.

‡ By far his best mode of play. Had he taken the Kt. with his Pawn, the second player, by taking R. with R. checking, and afterwards capturing B. with R., would have recovered more than his loss.

§ The situation here is one of peculiar difficulty, and this appears the only move to prevent checkmate or the loss of the Queen.

‖ If Black, at this point, had played R. to Q's 6th, his opponent would have attacked both Q. and R. with the Kt. and must have won without much trouble.

¶ For suppose,

WHITE.	BLACK.
26. Q. to K's 3rd, or (A.)	26. Kt. to Q's 5th (ch.)
27. K. to Q's sq. or Q's 2nd.	27. Q. to Q. B's 7th (ch.)

(If he move elsewhere he loses his Queen.)

28. K. to his sq.	28. Q. to Q. Kt.'s 8th (ch.)

Giving perpetual check.

(A.)

26. K. to Q's sq. (best)	26. Q. to Q. Kt.'s 8th (ch.)
27. K. to K's 2nd.	27. Q. to K's 5th (ch.)

(If to K. B's sq., Black checks at Q. Kt.'s sq. and K's 5th.)

And draws, since White would lose if he interposed his Queen.

Game LVIII.

Between the same players.

[The Pawn and Two Moves.]

White. (Mr. M.)	Black. (Mr. S.)
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.*	2. K. Kt. to R's 3rd.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. Kt. to his 5th.	4. P. to K. Kt.'s 3rd.
5. Kt. takes K. R. P.	5. R. takes Kt.
6. B. takes P. (ch.)	6. R. to B's 2nd.
7. B. takes R. (ch.)	7. Kt. takes B.
8. P. to K. R's 4th.	8. P. to K's 4th.
9. P. to K. Kt.'s 4th.	9. Q. to K. B's 3rd.
10. Q. Kt. to B's 3rd.	10. P. to Q. B's 3rd.
11. P. to Q. Kt.'s 3rd.	11. K. B. to K's 2nd.
12. Q. B. to Kt.'s 2nd.	12. Q. to K. Kt.'s 3rd.
13. P. to K. B's 3rd.	13. P. to Q's 4th.
14. P. to Q's 3rd.	14. Q. to K. R's 3rd.†
15. P. to K. R's 5th.	15. Q. takes K. P. (ch.)
16. Q. to K's 2nd.	16. Q. to K. B's 5th.
17. B. to his sq.	17. Q. to her 5th.
18. B. to Q. Kt.'s 2nd.	18. K. B. to K. Kt.'s 4th.
19. Kt. to Q. R's 4th.	19. Q. to her Kt.'s 5th (ch.)
20. B. to Q. B's 3rd.	20. Q. to K's 2nd.
21. B. to Q's 2nd.	21. P. to Q. Kt.'s 4th.
22. Kt. to Q. B's 3rd.	22. Q. Kt. to R's 3rd.
23. Castles on Q's side.	23. Q. to her R's 6th (ch.)
24. K. to Kt.'s sq.	24. B. takes B.
25. Q. takes B.	25. P. to Q's 5th.
26. Kt. to K's 2nd.	26. Q. Kt. to his 5th.
27. P. to Q. B's 3rd.	27. P. takes P.
28. Kt. takes P.	28. P. to Q. R's 4th.
29. Q. to her Kt.'s 2nd.	29. Q. takes Q. (ch.)
30. K. takes Q.	30. Q. B. to K's 3rd.
31. P. to Q. R's 3rd.	31. Q. Kt. to Q's 4th.
32. Kt. to K's 4th.	32. Castles.
33. P. to K. Kt.'s 5th.	33. Q. Kt. to K. B's 5th.

* When the odds of the P. and three moves are given, this mode of opening is very effective. This was probably the first time it was ever adopted in a game at P. and two moves.

† This gains a Pawn at least.

34. P. to K. R's 6th.	34. B. to K. B's 4th.
35. K. to Q. B's 2nd.	35. Q. Kt. to K. R's 6th.*
36. P. to K. R's 7th.†	36. Q. Kt. to K. B's 5th.
37. P. to R's 8th (becoming a Q.)	37. Kt. takes Q.
38. R. takes Kt.	38. R. takes R.
39. Kt. to Q's 6th (ch.)	39. K. to Q's 2nd.
40. Kt. takes B.	40. R. to K. R's 6th.
41. P. to Q's 4th.‡	41. K. to his 3rd.
42. Kt. to K. R's 6th.	42. R. takes P.
43. R. to K's sq.	43. R. to K. B's 7th (ch.)
44. K. to Q's sq.	44. Kt. to K. Kt.'s 3rd.
45. Kt. to K. Kt.'s 4th.	45. R. to K. B's 4th.
46. Kt. takes K. P.	46. Kt. takes Kt.
47. P. to Kt.'s 6th.	47. K. to B's 3rd.
48. P. takes Kt. (ch.)	48. K. takes Kt.'s P.
49. P. to K's 6th.	49. R. to K. B's sq.
50. P. to K's 7th.	50. R. to K's sq.
51. R. to K's 6th (ch.)	51. K. to B's 2nd.
52. R. takes P.	52. R. takes P.
53. R. to Q. B's 5th.	53. R. to Q. Kt.'s 2nd.
54. P. to Q. R's 4th.	54. K. to his 3rd.
55. K. to Q. B's 2nd.	55. K. to Q's 3rd.
56. R. to K. R's 5th.	56. R. to Q. B's 2nd (ch.)
57. K. to Kt.'s 2nd.	57. R. to Q. B's 4th.

Drawn game.

Game LIX.

Between the same players.

[The Pawn and Two Moves.]

White. (Mr. M.)	Black. (Mr. S.)
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.	2. K. Kt. to R's 3rd.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. Kt. to his 5th.	4. P. to K. Kt.'s 3rd.
5. Kt. takes K. R. P.	5. R. takes Kt.
6. B. takes P. (ch.)	6. R. to K. B's 2nd.

* An error, but for which Black would have had the better game, despite his opponent's advanced Pawns.

† White lost no time in availing himself of his opponent's slip.

‡ Very well played.

7.	B. takes R. (ch.)	7. Kt. takes B.
8.	Q. Kt. to B's 3rd.	8. P. to Q. B's 3rd.
9.	P. to Q. Kt.'s 3rd.	9. K. B. to Kt.'s 2nd.
10.	B. to Q. Kt.'s 2nd.	10. Q. Kt. to R's 3rd.
11.	Kt. to Q. R's 4th.	11. B. takes B.
12.	Kt. takes B.	12. B. to K. B's 4th.
13.	P. to K. B's 3rd.	13. P. to Q's 4th.
14.	P. to K. Kt.'s 4th.	14. B. to K. R's 2nd.
15.	P. to K. R's 4th.*	15. Q. to her Kt.'s 3rd.†
16.	Kt. to Q. R's 4th.	16. Q. to her B's 2nd.
17.	P. to K. B's 4th.	17. P. to Q's 5th.‡
18.	P. to Q. B's 3rd.	18. B. to K's 5th.
19.	K. R. to Kt.'s sq.	19. Castles.§
20.	Q. B. P. takes P.	20. Q. Kt. to his 5th.
21.	K. to B's 2nd.	21. R. takes Q. P.‖
22.	Kt. to Q. B's 5th.	22. B. to Q's 4th.¶

* With this formidable complement of Pawns, White has more than an equivalent for his adversary's extra Piece.

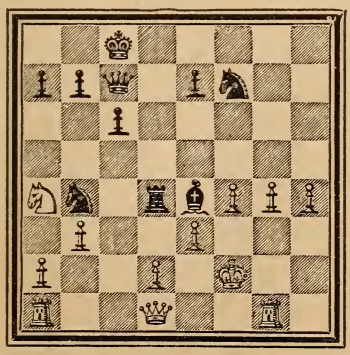
† To enable him to Castle, and also to prevent his opponent playing P. to Q's 3rd.

‡ A most important move, and one upon which all Black s subsequent attacks turned.

§ He sacrificed the Q. P. for the purpose of bringing his Kt. to bear upon the adverse King.

‖ The position is so interesting, that a diagram of it is appended.

BLACK.



WHITE.

If White now takes the Rook, mate follows in three moves.

¶ Threatening to take the K. B. P. with his Rook (ch.)

23. K. to Kt.'s 3rd.*	23. Kt. to Q's 6th.
24. Kt. takes Kt. (best)	24. R. takes Kt.
25. Q. to her B's 2nd.	25. B. to K's 5th.
26. Q. to B's 4th.	26. Kt. to Q's 3rd.
27. Q. to K. Kt.'s 8th. (ch.)	27. K. to Q's 2nd.
28. Q. R. to Q.'s sq.	28. Q. to her R's 4th.
29. P. to K. B's 5th.	29. B. to Q's 4th.
30. Q. to R's 7th.	30. R. takes Q. P.
31. P. to K. B's 6th.	31. Kt. to K's 5th (ch.)
32. Q. takes Kt.†	32. B. takes Q.
33. P. to K. B's 7th.	

Black mates in two moves.

GAME LX.

Between the same players.

[THE PAWN AND TWO MOVES.]

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to K's 5th.	3. P. to Q's 4th.
4. K. B. to Q's 3rd.	4. Q. B. to K's 3rd.
5. Q. B. to K's 3rd.	5. Q. Kt. to his 5th.
6. P. to K. B's 4th.	6. Kt. takes B. (ch.)
7. Q. takes Kt.	7. Q. to her 2nd.
8. K. Kt. to K's 2nd.	8. K. Kt. to R's 3rd.
9. Q. Kt. to B's 3rd.	9. K. Kt. to B's 4th.
10. P. to K. R's 3rd.	10. Kt. takes B.
11. Q. takes Kt.	11. P. to K. Kt.'s 3rd.
12. P. to K. Kt.'s 4th.	12. K. B. to K. Kt.'s 2nd.
13. K. Kt. to his 3rd.	13. Castles on Q's side
14. Castles on Q's side.	14. P. to K. R's 4th.
15. P. to K. Kt.'s 5th.	15. B. takes K. R. P.
16. Q. to her 3rd.	16. P. to K. R's 5th.
17. K. Kt. to K. B's sq.‡	17. Q. B. to K. B's 4th.

* He evidently dared not take the Rook.

† The game was irretrievable, play as he could.

‡ The following moves appear to prove, that White could not safely take the K. Kt. P. with his Q. at this point:

WHITE.	BLACK.
17. Q. takes P.	17. P. takes Kt.
18. Q. takes B.	18. P. to K. Kt.'s 7th.
19. K. R. to Kt.'s sq.	19. Q. to K's 3rd.

Followed by Q. R. to K. Kt.'s sq., &c.

18. Q. to her 2nd.	18. P. to K. R's 6th.
19. K. Kt. to K's 3rd.	19. Q. B. to K's 3rd.
20. Q. Kt. to K's 2nd.	20. Q. R. to K. B's sq.
21. Q. R. to K. B's sq.	21. K. R. to his 5th.
22. P. to Q. B's 4th.	22. Q. to her R's 5th.
23. P. to Q. Kt.'s 3rd.	23. Q. to her R's 6th (ch.)
24. K. to Kt.'s sq.	24. P. takes P.
25. P. to Q's 5th.	25. Q. B. to K. B's 4th (ch.)
26. Kt. takes B.	26. R. takes Kt.
27. P. takes P.	27. Q. to her B's 4th.
28. Q. to her B's 3rd.*	28. P. to Q. B's 3rd.†
29. P. takes P.	29. P. takes P.
30. Q. to K. Kt.'s 3rd.	30. Q. to her Kt.'s 5th (ch.)
31. Q. to her Kt.'s 3rd.‡	31. Q. to her 7th.
32. Q. R. to Q's sq.§	32. Q. takes Kt.
33. Q. to her R's 4th.‖	33. Q. to K's 5th (ch.)

* Threatening to gain the K. R. P.

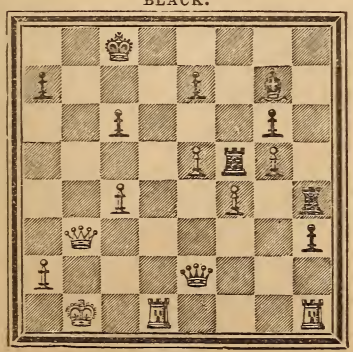
† Black left his K. R. P., foreseeing that, if it were captured, by then taking the K's Pawn with the Bishop, he would win the game.

‡ If he had played the King to R's sq., Black would have won easily, by first taking the K. B. P. with one of his Rooks, and afterwards the K. P. with his Bishop.

§ If properly followed up, this would have been a masterpiece of strategy.

‖ Mr. Mongredien unfortunately overlooked the advantage at his command, after sacrificing the Kt. He ought now to have played his K. R. to K's sq., in which case Black would have been compelled to take the R. with his Q., or lose the game. We subjoin a diagram of this singular position.

BLACK.



WHITE.

34. K. to R's sq.	34. B. takes K. P. (ch.)
35. P. takes B.	35. Q. takes P. (ch.)
36. K. to Kt.'s sq.	36. Q. to K's 5th (ch.)
37. K. to R's sq.	37. Q. takes Q. B. P.

And White surrendered.

Game LXI.

WITH CAPTAIN KENNEDY, THE AUTHOR GIVING THE ODDS OF THE PAWN AND TWO MOVES.

(In each of these games Black's King's Bishop's Pawn must be removed prior to playing it over.)

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. Kt. takes P.
5. P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7. P. to K. B's 5th.	7. K. B. to Q. Kt.'s 5th.
8. K. Kt. to B's 3rd.	8. Q. to K's 2nd.*
9. Q. to K's 2nd.†	9. K. Kt. to his 5th.
10. Q. B. to Q's 2nd.‡	10. P. to Q. B's 3rd.
11. Castles on Q's side.	11. K. Kt. to K's 4th.
12. K. Kt. takes Kt.	12. Kt. takes Kt.
13. B. to Q. Kt.'s 3rd.	13. Kt. to K. B's 2nd.
14. P. to Q. R's 3rd.	14. B. to Q. R's 4th.

Let us suppose now White to play.

33. K. R. to K's sq.

(Black's best reply is to take the K. R., trusting to win by the strength of his other Pieces, and the advanced K. R. P., but suppose him to play:)

	33. Q. to K. Kt.'s 7th, or K. B's 7th.
34. Q. R. to Q's 8th (ch.)	34. K. takes R. (best)
35. Q. to her Kt.'s 8th.	35. K. to Q's 2nd.
36. P. to K's 6th.	

Mate.

* Threatening to win the K. P. or K. B. P.

† In the next game White Castled at this point.

‡ If he had taken the Kt. with his B. (ch.), Black would have captured the B. with his Q., and then, if she were attacked by the Kt., have moved her to K. B's 3rd.

15. K. to Kt.'s sq.	15. B. to Q. B's 2nd.
16. P. to K. Kt.'s 3rd.*	16. P. to Q. Kt.'s 4th.
17. B. takes Kt. (ch.)	17. Q. takes B.
18. Kt. to Q. R's 2nd.	18. P. to Q. R's 4th.
19. P. to K. Kt.'s 4th.	19. B. to K's 4th.
20. Q. to K's sq.	20. P. to Q. Kt.'s 5th.
21. P. to Q. Kt.'s 3rd.	21. P. to Q. R's 5th.
22. B. takes Q. Kt. P.	22. P. takes Q. Kt. P.
23. Kt. to Q. B's 3rd.	23. Q. to her B's 5th.
24. Q. to K's 2nd.	24. Q. to K. B's 2nd.†
25. P. takes P.	25. Q. takes P. (ch.)
26. Q. to her Kt.'s 2nd.	26. Q. to her B's 5th.
27. Q. to her R's 2nd.	27. Q. B. to Q. R's 3rd.
28. Q. takes Q.	28. B. takes Q.
29. K. to B's 2nd.	29. K. to Q's sq.
30. P. to K. R's 3rd.	30. K. to B's 2nd.
31. Kt. to Q. Kt.'s sq.	31. K. R. to Q. Kt.'s sq.
32. Kt. to Q's 2nd.	32. K. R. takes B.
33. P. takes R.	33. R. to R's 7th (ch.)
34. K. to B's sq.	34. Q. B. to Q's 6th.
35. Kt. to K. B's 3rd.	35. B. to K. B's 5th (ch.)

And White surrendered.

Game LXII.

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. Kt. takes P.
5. P. to K. B's 4th.	5. Kt. to K. B's 2nd.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.

* P. to K. Kt.'s 4th, would have been better.

† This retreat was inconsiderate, Black subsequently showed that he might now have won a Piece, as follows, prettily enough.

	24. Q. takes B.
25. P. takes Q.	25. B. takes Kt.
26. P. takes P.	26. Q. R. to his 8th (ch.)
27. K. to B's 2nd.	27. Q. R. to his 7th (ch.)
28. K. takes B. (best)	28. R. takes Q., &c.

7. P. to K. B's 5th.	7. K. B. to Q. Kt.'s 5th.
8. K. Kt. to B's 3rd.	8. Q. to K's 2nd.
9. Castles.	9. Q. to her B's 4th (ch.)
10. Q. to her 4th.	10. Q. Kt. to K's 4th.*
11. Q. B. to K's 3rd.	11. Q. takes Q.
12. Q. B. takes Q.	12. Kt. takes K. B.
13. Q. Kt. to Q's 5th.†	13. K. B. to Q's 3rd.
14. B. takes K. Kt. P.‡	14. K. Kt. to B's 2nd.
15. B. takes R.	15. Kt. takes B.
16. Q. Kt. to K. B's 6th (ch.)	16. K. to B's 2nd.
17. Q. Kt. takes K. R. P.	17. K. to Kt.'s 2nd.
18. K. Kt. to his 5th.	18. Q. Kt. to K's 4th.
19. K. R. to B's 4th.	19. K. Kt. to B's 2nd.
20. Kt. takes Kt.	20. Kt. takes Kt.
21. K. R. to his 4th.	21. P. to Q. Kt.'s 3rd.
22. K. R. to his 5th.§	22. K. B. to his 5th.
23. P. to K. Kt.'s 4th.	23. Q. B. to Kt.'s 2nd.
24. Q. R. to K's sq.	24. R. to K. R's sq.
25. P. to K. B's 6th (ch.)	25. K. to Kt.'s 3rd.
26. K. R. to B's 5th.	26. K. B. to K's 4th.
27. P. to K. R's 4th.	27. R. takes Kt.
28. P. to K. R's 5th (ch.)	28. K. to R's 3rd.
29. Q. R. to K's 2nd.	29. P. to Q's 3rd.
30. Q. R. to K. Kt.'s 2nd.	30. Kt. to K. Kt.'s 4th.
31. P. to K. B's 7th.	31. R. takes P.
32. R. takes R.	32. Kt. takes R.

And White resigned.

Game LXIII.

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.

* Threatening to win the Q.

† He would have been equally a loser of a Piece had he first taken the K. Kt. P. with his Bishop.

‡ If P. to K's 5th, Black's best reply, perhaps, would have been P. to Q. B's 3rd.

§ In the vain hope of getting away his Kt.

4. P. takes P.	4. Q. to her R's 4th (ch.)
5. Q. Kt. to B's 3rd.	5. B. takes P.
6. K. Kt. to K's 2nd.	6. Q. Kt. to B's 3rd.
7. Castles.	7. K. Kt. to B's 3rd.
8. K. Kt. to his 3rd.	8. Castles.
9. P. to Q. R's 3rd.	9. Q. to her sq.
10. P. to Q. Kt.'s 4th.	10. B. to Q. Kt.'s 3rd.
11. Q. B. to K. Kt.'s 5th.	11. B. to Q's 5th.
12. K. Kt. to K's 2nd.	12. B. to Q. Kt.'s 3rd.
13. K. to R's sq.	13. Q. Kt. to K's 4th.
14. Q. B. to K. R's 4th.	14. Q. Kt. to K. Kt.'s 5th.
15. Kt. to Q. R's 4th.	15. K. Kt. takes K. P.*
16. B. takes Q.	16. K. Kt. takes K. B. P. (ch.)
17. K. to Kt.'s sq.	17. K. Kt. to R's 6th (double ch.)†
18. K. to R's sq.	18. Q. Kt. to K. B's 7th (ch.)‡
19. R. takes Kt.	19. Kt. takes R. (ch.)
20. K. to Kt.'s sq.	20. B. to K's 6th.§

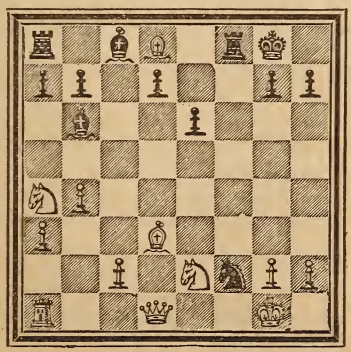
* Quite unlooked for, and at once changing the whole aspect of the game. After this move, it is difficult to see how White can avoid loss.

† He would not have played well in taking the Q. at this moment.

‡ Black now forces him to capture the Kt.

§ The position is certainly peculiar.

BLACK.



WHITE.

It will be seen that if Black, instead of now playing the B. to K's 6th,

21. Q. to her Kt.'s sq.*

And Black mated in three moves.

Game LXIV

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. takes P.	4. Q. to her R's 4th (ch.)
5. Q. Kt. to B's 3rd.	5. Q. takes P.
6. Q. B. to K's 3rd.	6. Q. to her R's 4th.
7. K. Kt. to K's 2nd.	7. Q. Kt. to B's 3rd.
8. Castles.	8. K. Kt. to B's 3rd.
9. K. Kt. to his 3rd.	9. K. B. to K's 2nd.
10. P. to Q. R's 3rd.	10. Castles.
11. P. to Q. Kt.'s 4th.	11. Q. to her sq.
12. P. to K. B's 4th.	12. P. to Q's 3rd.
13. P. to Q. Kt.'s 5th.	13. Q. Kt. to his sq.
14. P. to K's 5th.	14. K. Kt. to K's sq.
15. Q. to K. R's 5th.	15. P. to K. Kt.'s 3rd.
16. B. takes K. Kt. P.	16. P. takes B.
17. Q. takes P. (ch.)	17. Kt. to K. Kt.'s 2nd.
18. Kt. to K. R's 5th.†	18. R. to K. B's 2nd.
19. P. takes P.	19. K. B. to B's 3rd.‡
20. Q. Kt. to K's 4th.§	20. Q. Kt. to Q's 2nd.

had taken off the Queen, his adversary would have escaped a winner from the skirmish (*e.g.*).—

	20. Kt. takes Q. (dis. ch.)
21. B. takes B.	21. Q. R. P. takes B.
22. Q. Kt. takes P., &c.	

* His best move, probably, now was B. to K. Kt.'s 5th, challenging the exchange of Bishops; in that case the following moves would have occurred.

21. B. to K. Kt.'s 5th.	21. Kt. takes Q. (dis. ch.)
22. B. takes B.	22. Kt. takes B.

And Black has gained the exchange and two Pawns.

† The attack is very cleverly conducted.

‡ Taking the Pawn here would have been ruinous to him.

§ Well played, Black dare not take the Queen's Rook, on account of Q. Kt. to K. Kt.'s 5th.

21. Q. Kt. to K. Kt.'s 5th.	21. B. takes Kt.
22. P. takes B.	22. Q. Kt. to K's 4th.
23. Q. to K's 4th.*	23. K. Kt. takes Kt.
24. Q. takes Q. Kt.	24. Q. to her 2nd.
25. B. to Q's 4th.	25. Kt. to Kt.'s 2nd.
26. R. to K. B's 6th.	26. R. takes R.
27. P. takes R.	27. Kt. to B's 4th.
28. R. to K. B's sq.	28. Q. to K. B's 2nd.
29. B. to Q. B's 5th.	29. B. to Q's 2nd.
30. P. to K. Kt.'s 4th.	30. Q. to K. Kt.'s 3rd.
31. P. to K. B's 7th (ch.)	31. K. takes P.†
32. K. to R's sq.	32. B. takes Q. Kt. P.
33. R. takes Kt. (ch.)‡	33. P. takes R.
34. Q. to K's 7th (ch.)	34. K. to Kt.'s sq.
35. Q. takes Q. Kt. P.	35. Q. to K's sq.
36. Q. to her 5th (ch.)	36. K. to R's 2nd.
37. Q. takes P. (ch.)	37. Q. to K. Kt.'s 3rd.
38. Q. to her 5th.	38. R. to Q's sq.
39. Q. to her Kt.'s 7th (ch.)	39. B. to Q's 2nd.

And Black won the game.

Game LXV.

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.

* At this moment White missed his way. If he had now left his Q. to be captured, he might have won the game off-hand;—for example,

WHITE.	BLACK.
23. R. takes R.	23. Kt. takes Q. (his best move)
24. R. takes Kt. (ch.)	24. K. to R's sq. (best)
25. R. takes Kt.	25. P. to K's 4th (best)
26. R. to K. R's 6th (ch.)	26. K. to Kt.'s sq.
27. Kt. to B's 6th (ch.)	27. K. to Kt.'s 2nd.
28. R. to R's 7th (ch.)	28. K. to Kt.'s 3rd.
29. Q. R. to K. B's sq.	29. B. to K. B's 4th.
30. P. to K. R's 4th.	

And wins easily.

† The greatest nicety of play was demanded in this defence, for the position and superiority of Pawns on White's side more than counterbalanced Black's extra Piece.

‡ He would evidently have been mated immediately by B. to B's 3rd (ch.), if he had taken the Knight with the Pawn.

3.	K. B. to Q's 3rd.	3. Q. Kt. to Q's 2nd.
4.	P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5.	P. to K. B's 4th.	5. K. B. to Kt.'s 2nd.
6.	K. Kt. to B's 3rd.	6. Q. Kt. to K. B's sq.
7.	B. to K's 3rd.	7. K. Kt. to R's 3rd.
8.	P. to K. R's 3rd.	8. Q. B. to K. B's 4th.
9.	P. to K. Kt.'s 4th.*	9. B. takes B.
10.	Q. takes B.	10. Q. to her 2nd.
11.	Q. Kt. to B's 3rd.	11. P. to Q's 4th.
12.	Castles on Q's side.	12. P. to Q. R's 3rd.
13.	K. to Kt.'s sq.†	13. P. to K's 3rd.
14.	K. Kt. to R's 4th.	14. Q. to K's 2nd.
15.	K. Kt. to B's 3rd.‡	15. Q. to her 2nd.
16.	K. Kt. to R's 4th.	16. Castles.
17.	P. to K. B's 5th.	17. Kt. P. takes P.
18.	B. takes Kt.	18. B. takes B.
19.	Kt. P. takes P.	19. P. takes P.
20.	Kt. takes P.	20. Q. to K's 3rd.§
21.	Q. R. to K. B's sq.	21. B. to K. Kt.'s 4th.
22.	K. Kt. to his 7th.	22. Q. to K. Kt.'s 3rd.
23.	Kt. to K. B's 5th.	23. Q. to K's 3rd.
24.	K. R. to Kt.'s sq.	24. B. to K's 2nd.
25.	K. R. to Kt.'s 7th.	25. B. to Q. Kt.'s 5th.
26.	Q. Kt. to K's 2nd.	26. Kt. to K. Kt.'s 3rd.
27.	Q. Kt. to K. B's 4th.	27. Kt. takes Kt.‖
28.	R. takes Kt.	28. K. to Kt.'s sq.
29.	Kt. to R's 4th.	29. R. to Q's 2nd.
30.	R. takes R.¶	30. Q. takes R.
31.	P. to Q. R's 3rd.	31. B. to K's 2nd.
32.	R. to B's 7th.	32. Q. to her sq.

* The attack is carried on with great skill and spirit by Captain Kennedy.

† Well played, with the view, when he has advanced his K. B. P., and taken off the Kt., to prevent Black gaining time by taking the Bishop, checking.

‡ It would not have been prudent to march forward either the K. B. P. or the K. Kt. P.

§ If the Bishop had been moved, White would evidently have gained at least the Queen's Pawn.

‖ This is better than removing the Queen.

¶ Q. to K. B's 5th, or R. to K. B's 6th, either of them apparently a good move, would have cost White the game, since Black might have taken the K. R. with R., leaving the Queen *en prise*.

33. Kt. to B's 3rd.	33. P. to K. R's 3rd.
34. Q. to K. B's 5th.	34. R. to K's sq.
35. P. to K's 6th.	35. Q. to her 3rd.
36. Kt. to K's 5th.	36. K. to R's 2nd.
37. R. to Kt.'s 7th.	37. Q. to Kt.'s 3rd.
38. Q. to her 3rd.*	38. B. to B's 3rd.
39. Kt. to Q's 7th.	39. Q. takes K. P.
40. Kt. takes B.	40. Q. takes Kt.
41. R. takes Q. B. P.	41. R. to K's 5th.
42. Q. to her Kt.'s 3rd.	42. Q. to her Kt.'s 3rd.
43. Q. takes Q. (ch.)†	43. K. takes Q.
44. R. to K. R's 7th.	44. R. to K. R's 5th.
45. P. to Q. B's 3rd.	45. R. takes K's R's P.
46. K. to R's 2nd.	46. R. to R's 7th.
47. P. to Q. R's 4th.	47. P. to K. R's 4th.
48. P. to Q. R's 5th (ch.)	48. K. to B's 3rd.
49. R. to K. B's 7th.	49. P. to K. R's 5th.
50. R. to B's 6th (ch.)	50. K. to B's 2nd.
51. R. to K. R's 6th.	51. P. to K. R's 6th.
52. K. to R's 3rd.	52. R. to R's 8th.
53. P. to Q. Kt.'s 3rd.	53. P. to K. R's 7th.
54. K. to Kt.'s 4th.	54. K. to Q's 2nd.
55. K. to B's 5th.	55. R. to Q. B's 8th.
56. R. to R's 7th (ch.)	56. K. to B's sq.
57. R. to R's 8th (ch.)	57. K. to Q's 2nd.
58. R. to R's 7th (ch.)	58. K. to Q's sq.
59. R. to R's 8th (ch.)	59. K. to his 2nd.

* We should have preferred playing the Kt. to Q's 7th, from which move some interesting variations spring ;—for example,

WHITE.	BLACK.
38. Kt. to Q's 7th.	If 38. Q. takes Q. P.
39. Q. to K. B's 7th, or (A.)	39. R. to K. B's sq.
40. Kt. takes R. (best)	40. B. to K. B's 3rd.

And Black ought to make a drawn game.

(A.)

38. Kt. to Q's 7th.	If 38. Q. takes Q. P.
39. R. takes B.	39. R. to K. Kt.'s sq.

(This perhaps is his best move. If Black take the R., his opponent plays the Q. to K. B's 8th, and should win without difficulty.)

40. Q. to her 3rd, winning.

† He would obviously have lost his Rook, had he taken the Queen s Pawn, because Black would have checked with his own Rook first, and then captured the adverse one.

60. R. takes K. R. P.	60. R. takes P. (ch.)
61. K. to Kt.'s 4th.	61. R. to Q's 6th.
62. R. to R's 7th (ch.)	62. K. to Q's 3rd.
63. R. takes P.	63. R. takes Q. P. (ch.)
64. K. to B's 3rd.	64. R. to Q's 8th.
65. R. to Kt.'s 6th (ch.)	65. K. to his 4th.*
66. R. takes P.	66. P. to Q's 5th (ch.)
67. K. to B's 2nd.	67. R. to Q. R's 8th.
68. P. to Kt.'s 4th.	68. K. to Q's 4th.
69. P. to Kt.'s 5th.	69. K. to B's 5th.
70. P. to Kt.'s 6th.	70. P. to Q's 6th (ch.)
71. K. to Q's 2nd.	71. R. to R's 7th (ch.)
72. K. to his 3rd.	72. R. to K's 7th (ch.)
73. K. to B's 3rd.	73. R. to K's 2nd.
74. P. to Kt.'s 7th.†	74. R. takes P.
75. R. checks.	75. K. to Q's 4th.
76. R. to Q. B's sq.	76. K. to Q's 5th.
77. P. to R's 6th.	77. R. checks.
78. K. to Kt.'s 3rd.	78. P. to Q's 7th.
79. R. to Q. R's sq.	79. K. to Q. B's 6th.

And White surrendered.

Game LXVI.

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. Kt. takes P.
5. P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7. P. to K. B's 5th.	7. K. B. to Q. Kt.'s 5th.
8. K. Kt. to K's 2nd.	8. Q. to K. R's 5th (ch.)
9. K. Kt. to his 3rd.	9. Q. Kt. to K's 4th.
10. B. takes K. Kt.	10. Q. takes B.

* He would have been mated on the move, if he had gone to B's 4th.

† Had he played 74. R. to R's 7th, Black could have won by, P. to Q's 7th; and if he moved 74. R. to R's 8th. the answer would have been R. to Q's 2nd.

11. K. B. to Q's 3rd.	11. Q. to K's 6th (ch.)
12. Q. to K's 2nd.	12. Q. to her B's 4th.
13. K. to Q's 2nd.	13. Castles.
14. P. to Q. R's 3rd.	14. B. takes Kt. (ch.)
15. P. takes B.	15. K. R. to B's 3rd.
16. Q. to K's 3rd.	16. Q. to Q. R's 4th.
17. Q. to Q's 4th.	17. R. to Q's 3rd.
18. Q. to Q. Kt.'s 4th.	18. Q. to her R's 3rd.
19. Q. to her Kt.'s 3rd (ch.)	19. K. to B's sq.
20. Q. to her Kt.'s sq.*	20. P. to Q. B's 4th.
21. P. to K. B's 6th.†	21. P. to K. Kt.'s 3rd.
22. P. to Q. B's 4th.	22. Q. takes Q. B. P.
23. K. to his 2nd.	23. Q. to K's 3rd.
24. K. to his sq.	24. Kt. takes B. (ch.)
25. P. takes Kt.	25. P. to Q. Kt.'s 3rd.
26. P. to K. B's 7th.	26. P. to Q. B's 5th.
27. K. R. to B's sq.	27. Q. to K's 4th.
28. Q. to Q. B's sq.‡	28. Q. to K. Kt.'s 2nd.
29. Q. R. to R's 2nd.	29. B. to Q. R's 3rd.
30. P. takes P	30. Q. R. to B's sq.
31. Q. R. to B's 2nd.	31. K. R. to Q's 5th.
32. Q. to Kt.'s 2nd.	32. Q. R. takes Q. B. P.§
33. K. R. to B's 2nd.	33. R. takes Q. R.
34. R. takes R.	34. K. takes P.
35. R. to Q's 2nd.	35. R. takes R.
36. Q. takes Q. (ch.)	36. K. takes Q.
37. K. takes R.	37. K. to B's 3rd.
38. K. to K's 3rd.	38. K. to his 4th.
39. Kt. to K. R's sq.	39. P. to K. R's 4th.
40. Kt. to K. B's 2nd.	40. B. to Q. Kt.'s 4th.
41. P. to K. R's 4th.	41. P. to Q. R's 4th.
42. P. to K. Kt.'s 4th.	42. P. to Q. R's 5th.
43. P. takes K. R. P.	43. P. takes P.
44. Kt. to K. R's 3rd.	44. B. to Q. B's 3rd.
45. Kt. to K. B's 4th.	45. B. takes K. P.

* The only move to prevent the loss of a valuable Pawn, and the subsequent break up of his position.

† Ingenious, certainly. The object is, if possible, to attack the adverse Rook with his Kt. at K. B's 5th.

‡ Threatening to win, by Q. to K. R's 6th (ch.), and, if the Q. interpose, Q. takes Q. (ch.), finally Queening the Pawn and giving mate.

§ The position is most critical, and both attack and defence require to be conducted with the greatest possible care and circumspection.

46. Kt. takes P.	46. P. to Q's 4th.
47. Kt. to K. Kt.'s 3rd.	47. P. to Q's 5th (ch.)
48. K. to Q's 2nd.	48. B. to K. R's 2nd.
49. Kt. to K's 2nd.	49. K. to Q's 4th.
50. K. to Q. B's sq.	50. K. to Q. B's 5th.
51. K. to Q. Kt.'s 2nd.	51. P. to Q. Kt.'s 4th.
52. P. to K. R's 5th.	52. P. to Q's 6th*
53. Kt. to Q. B's 3rd.	53. P. to Q. Kt.'s 5th.
54. Kt. to Q's sq.	54. P. to Q. Kt.'s 6th.
55. P. to K. R's 6th.	55. B. to K. Kt.'s 3rd.
56. K. to B's sq.	56. P. to Q. Kt.'s 7th (ch.)
57. K. takes P.	57. P. to Q's 7th.
58. Kt. to Q. B's 3rd.	58. K. to Q's 6th.
59. Kt. to Q's sq.	

And the game was declared a drawn battle.

Game LXVII.

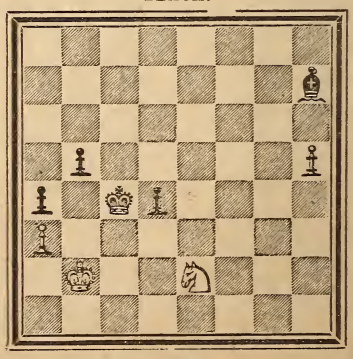
Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.

* This perhaps was premature, but it is extremely difficult to decide what is Black's best move at the present juncture. For the assistance of those who may think it worth examination, we give a diagram of the situation.

BLACK.



WHITE.

Black has to play. Can he do more than draw the game?

3.	K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4.	P. takes P.	4. Q. to Q. R's 4th (ch.)
5.	Q. Kt. to B's 3rd.	5. K. B. takes P.
6.	K. Kt. to K's 2nd.	6. Q. Kt. to B's 3rd.
7.	Castles.	7. K. Kt. to B's 3rd.
8.	Q. B. to Q's 2nd.	8. Q. to her sq.
9.	P. to Q. R's 3rd.	9. Castles.
10.	Q. Kt. to Q. R's 4th.	10. K. B. to K's 2nd.
11.	P. to Q. Kt.'s 4th.	11. P. to Q. R's 3rd.
12.	K. Kt. to K. Kt.'s 3rd.	12. P. to Q. Kt.'s 4th.
13.	Q. Kt. to Q. B's 3rd.	13. P. to Q's 3rd.
14.	P. to K. B's 4th.	14. Q. to Q. B's 2nd.
15.	Q. Kt. to K's 2nd.	15. K. Kt. to K. Kt.'s 5th.
16.	K. to R's sq.	16. Q. to Q. Kt.'s 3rd.
17.	Q. Kt. to Q's 4th.*	17. K. Kt. to K. B's 7th (ch.)
18.	K. R. takes Kt.	18. Q. takes Q. Kt.
19.	K. R. to K. B's sq.	19. P. to K's 4th.
20.	P. to K. B's 5th.	20. Q. to Q. R's 2nd.
21.	K. R. to B's 3rd.	21. K. B. to K. B's 3rd.
22.	Q. B. to K's 3rd.	22. Q. to K. B's 2nd.
23.	Q. R. to Q. B's sq.	23. Kt. to Q's 5th.
24.	K. R. to K. B's sq.†	24. Q. B. to Q's 2nd.
25.	P. to Q. B's 3rd.	25. Kt. to Q. B's 3rd.
26.	K. B. to Q. B's 2nd.‡	26. Q. to K's 2nd.
27.	Q. to Q's 5th (ch.)	27. K. to R's sq.
28.	K. R. to Q's sq.	28. K. B. to K. Kt.'s 4th.
29.	B. takes B.	29. Q. takes B.
30.	Q. takes Q. P.	30. Q. R. to Q's sq.
31.	Q. to Q's 2nd.	31. Q. to K. R's 5th.
32.	Q. to K's 2nd.	32. B. to K's sq.
33.	K. R. takes R.	33. Kt. takes R.
34.	B. to Q. Kt.'s 3rd.	34. Kt. to K. B's 2nd.
35.	R. to Q's sq.	35. Kt. to K. R's 3rd.§

* By thus forcing an exchange of Knights, White relieves himself in a great measure from the attack his opponent was preparing.

† Retreating the R. was better than taking the Kt., because, in the latter case, the P. at Q's 5th would effectually bar the advance of the Q. B. P.—a move most important at this point for the development of White's game.

‡ A quiet, good move, promising to win the Q. and gaining at least a Pawn.

§ From this stage, the game is remarkable for the varied and interesting

36. R. to Q's 3rd.*	36. Kt. to Kt.'s 5th.
37. P. to K. R's 3rd.	37. Kt. to K. B's 3rd.
38. K. to K. R's 2nd.	38. P. to K. Kt.'s 4th.†
39. P. takes P. in passing.	39. B. takes P.
40. B. to Q's 5th.	40. P. to K. R's 4th.
41. Kt. to K. B's 5th.	41. B. takes Kt.
42. P. takes B.	42. P. to K's 5th.
43. R. to Q's 4th.	43. R. to Q's sq.
44. P. to K. Kt.'s 3rd.	44. Q. to K. Kt.'s 4th.
45. P. to K. R's 4th.	45. Kt. to K. Kt.'s 5th (ch).
46. K. to K. Kt.'s sq.‡	46. Q. to Q. B's 8th (ch.)

positions it assumes. Black is minus two Pawns, his only recompence for which is the somewhat threatening attitude of his Q. and Kt.

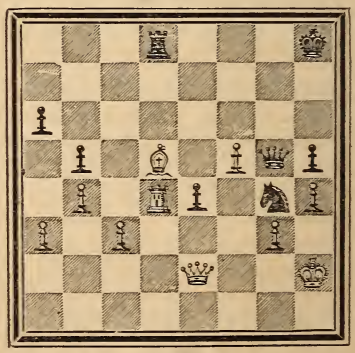
* To enable him to advance the K. R. P. when the adverse Kt. is played to Kt.'s 5th.

† Black sees that his only chance of victory depends upon an impetuous assault, and the attack is now carried on with great animation.

‡ It was suggested afterwards by an able player, that White should have gone with his K. to R's 3rd, and then, if Black took the K. B. P. with the Queen, relying on the double check, he must have lost the game; but, in reply, Mr. S. remarked, if Captain Kennedy had moved the K. as recommended, he would inevitably have lost the game; as, instead of taking the P., the Black Queen would have been played to her B's 8th, and then the following variation must have occurred:—

As the position is one of unusual interest, we are tempted to present it on a diagram.

BLACK.



WHITE.

Variation on White's 46th move.

WHITE.	BLACK.
46. K. to R's 3rd.	46. Q. to her B's 8th.

47. K. to K. Kt.'s 2nd.*	47. Q. to K's 6th.
48. Q. takes Q.†	48. Kt. takes Q. (ch.)
49. K. to K. B's 2nd.	49. Kt. takes B.
50. R. takes K. P.	50. R. to K. B's sq.
51. R. to K's 5th.	51. Kt. takes Q. B. P.
52. K. to K's 3rd.	52. Kt. to Q. Kt.'s 8th.
53. K. to K. B's 4th.	53. Kt. takes Q. R. P.
54. R. to K's 6th.	54. Kt. to Q. B's 7th.
55. R. takes Q. R. P.	55. Kt. takes Q. Kt. P.
56. R. to K. R's 6th (ch.)	56. K. to K. Kt.'s 2nd.
57. R. takes K. R. P.	57. Kt. to Q's 4th (ch.)
58. K. to K's 5th.	58. Kt. to K. B's 3rd.
59. R. to K. Kt's 5th (ch.)	59. K. to K. B's 2nd.
60. P. to K. R's 5th.	60. R. to K. R's sq.
61. K. to Q's 4th.	61. R. to Q's sq. (ch.)
62. K. to K's 3rd.‡	62. P. to Q. Kt.'s 5th.
63. P. to R's 6th.	63. Kt. to K's sq.
64. R. to K. Kt.'s 4th.	64. R. to Q. Kt.'s sq.
65. K. to Q's 2nd.	65. P. to Q. Kt.'s 6th.
66. K. to Q. B's sq.	66. Kt. to K. B's 3rd.
67. R. to Q's 4th.	67. P. to Kt.'s 7th (ch.)
68. K. to Q. Kt.'s sq.	68. R. to Q. Kt.'s 6th.
69. P. to K. R's 7th.	69. Kt. takes K. R. P.
70. P. to Kt.'s 4th.	70. Kt. to K. Kt.'s 4th.
71. R. to Q's 2nd.	71. R. to Q. Kt.'s 5th.
72. R. takes Q. Kt. P.	72. R. takes K. Kt. P.

And the game was ultimately drawn.

(If now the R. is played to Q's sq., Q. takes R., and then checks with Kt. at K. B's 7th. If R. takes P., Black Q. goes to K. R's 8th (ch.), and the Kt. mates.) The only feasible move then appears to be,—

47. B. takes P.	47. R. takes R.
48. P. takes R.	48. Q. to K. Kt.'s 8th.

And play as White can, he must be mated or lose his Queen.

* Had he interposed the Q. at her sq., she would have been lost; if the R., Black would have checked with the Q. at K's 6th, and must have gained at least a Piece, as he would, also, were the Q. interposed at Q. B's sq.

† His best move: if he retreated the Q. to K. B's sq., Black's Q. would have taken the R., &c.

‡ He would obviously have lost his R. by moving the K. towards the adverse Pawn.

Game LXVIII.

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Captain K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to Q. Kt.'s 3rd.
4. K. B. to Q's 3rd.	4. B. to Q. Kt.'s 2nd.
5. P. to K's 5th.	5. Q. to K. R's 5th.*
6. K. Kt. to B's 3rd.	6. Q. to Kt.'s 5th.
7. K. B. to K's 2nd.	7. Q. Kt. to B's 3rd.†
8. Castles.	8. B. to K's 2nd.
9. P. to K. R's 3rd.	9. Q. to K. B's 4th.‡
10. K. B. to Q's 3rd.	10. Q. to K. R's 4th.
11. P. to Q. R's 3rd.§	11. K. Kt. to R's 3rd.
12. Q. Kt. to K's 4th.‖	12. K. Kt. to K. B's 4th.¶
13. Q. Kt. to K. Kt.'s 3rd.	13. Kt. takes Kt.
14. P. takes Kt.	14. Castles on K's side.
15. P. to K. Kt.'s 4th.	15. Q. to K's sq.
16. P. to Q. B's 4th.	16. P. to Q's 3rd.
17. Q. to B's 2nd.	17. P. to K. R's 3rd.

* If Black had taken the K. Kt. P., he would have lost the game.

† Taking the K. Kt. P. would have been very imprudent. The present move is good, because it attacks the adversary's Q. P., and thus prevents him playing his K. Kt.

‡ The only safe move.

§ Fearing the Q. Kt. would be played to Kt.'s 5th.

‖ A very attacking move.

¶ This seems an exceedingly hazardous step to venture in a match game, but Black thoroughly investigated the results before he made it; and at the end of the contest proved clearly by variations, of which the following are an abstract, that White would have lost the game by advancing the P. to K. Kt.'s 4th, to attack the Kt. and Queen. Let us suppose—

WHITE.	BLACK.
13. P. to K. Kt.'s 4th.	13. Q. takes K. R. P.
14. P. takes Kt.	14. P. takes P.
15. Q. Kt. to K. Kt.'s 3rd (best)	15. Kt. takes Q. P.
16. B. to K's 2nd (best)	16. Kt. takes B. (ch.)
17. Q. takes Kt.	17. P. to K. B's 5th.
18. B. takes P.	18. Castles on the K's side, regaining the Piece with an easy winning position.

18. Q. B. to K's 3rd.	18. P. takes P.
19. Kt. takes P.	19. Kt. takes Kt.
20. P. takes Kt.	20. Q. to her B's 3rd.
21. R. takes R. (ch.)	21. B. takes R.
22. P. to Q. Kt.'s 4th	22. R. to Q's sq.*
23. R. to Q's sq.†	23. K. to R's sq.
24. P. to Q. Kt.'s 5th.	24. Q. to K's sq.
25. B. to K's 2nd.	25. R. takes R. (ch.)
26. Q. takes R.	26. Q. to K's 2nd.‡
27. P. to Q. R's 4th.	27. Q. to Q. R's 6th.
28. Q. to her 3rd.§	28. Q. to her R's 8th (ch.)
29. K. to B's 2nd.	29. Q. takes K. P.
30. Q. to her 8th.	30. K. to Kt's sq.
31. K. B. to Q's 3rd.	31. Q. to her Kt.'s 7th (ch.)
32. B. to K's 2nd.	32. B. takes K. Kt. P.
33. Q. to K's 8th.	33. Q. to K's 4th.
34. Q. B. takes K. R. P.	34. B. takes K. R. P.‖
35. Q. B. to K's 3rd.	35. Q. to K. R's 7th (ch.)
36. K. to his sq.	36. B. takes K. Kt. P.
37. K. B. to Q's 3rd.¶	37. Q. to R's 8th (ch.)
38. K. to Q's 2nd.	38. Q. to her 8th (ch.)
39. K. to Q. B's 3rd.	39. Q. to K's 8th (ch.)
40. Q. B. to Q's 2nd.	

And Black mated in three moves.

* Intending to gain a Pawn by taking the K. Kt. P. with the Queen.

† Threatening to win the Rook by checking with his Bishop at K. R's 7th.

‡ Had he taken the Q. R. P. with his B., White might have played Q. to her R's 4th: sure of winning at least a Pawn in return.

§ This is far from well played: the object appears to have been to get Black's Q. out of play, by permitting her to capture the Q. R. P.; but White omitted to observe that he left a far more valuable Pawn at the mercy of his adversary.

‖ By taking the Bishop, he would have afforded White a chance of drawing the game.

¶ It is clear that Black would have gained a Piece in return, had his Bishop been taken.

Game LXIX.

Between the same players.

[The Pawn and Two Moves.]

White. (Captain K.)	Black. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. K. Kt. to B's 3rd.	3. P. to K's 3rd.
4. P. to Q. B's 4th.	4. K. B. checks.
5. Q. Kt. to B's 3rd.	5. Q. Kt. to K's 2nd.
6. K. B. to Q's 3rd.	6. P. to Q. B's 3rd.
7. Castles.	7. Q. Kt. to K. Kt.'s 3rd.
8. P. to K's 5th.	8. K. Kt. to K's 2nd.
9. Q. Kt. to K's 4th.	9. P. to Q's 4th.
10. Q. Kt. to K. Kt.'s 3rd.	10. Q. P. takes P.
11. B. takes P.	11. K. Kt. to Q's 4th.
12. K. Kt. to K. Kt.'s 5th.	12. K. Kt. to K. B's 5th.
13. Q. B. takes Kt.	13. Kt. takes B.
14. Q. to Q. Kt.'s 3rd.*	14. Q. takes Kt.
15. Q. takes B.	15. P. to K. R's 4th.
16. P. to K. R's 4th.	16. Q. takes K. R. P.
17. Kt. to K's 4th.	17. Kt. to K. R's 6th (ch.)
18. P. takes Kt.	18. Q. takes Kt.
19. Q. R. to K's sq.	19. Q. takes Q. P.
20. Q. R. to Q's sq.	20. Q. takes K. P.†
21. K. R. to K's sq.	21. Q. to K. Kt.'s 4th (ch.)
22. K. to R's sq.	22. Q. to K's 2nd.
23. Q. R. to Q's 6th.	23. K. R. to K. R's 3rd.
24. K. R. to Q's sq.	24. P. to Q. Kt.'s 4th.
25. B. to Q. Kt.'s 3rd.	25. B. to Q. Kt.'s 2nd.
26. P. to K. B's 3rd.	26. P. to Q. R's 4th.
27. Q. to Q. B's 3rd.	27. P. to Q. Kt.'s 5th.
28. Q. to K's 3rd.‡	28. B. to his sq.
29. Q. to Q. Kt.'s 6th.	29. B. to Q. Kt's 2nd.
30. Q. R. to Q's 7th.	30. Q. to K. B's 3rd.§
31. K. R. to Q's 3rd.	31. Q. to K. B's 4th.

* This was tempting, but Q. to K. Kt.'s 4th would have been stronger.

† A hasty and most imprudent move. By simply playing Q. to K. R's 5th, the game must have been much in Black's favour.

‡ From this point the attack is admirably sustained to the end.

§ The position is one of extreme difficulty for both players. Had he played Q. to K. R's 5th (the obvious move), White would have taken the K. Kt. P.

32. Q. R. to Q's 8th (ch.)	32. R. takes R.
33. R. takes R. (ch.)	33. K. to K. B's 2nd.*
34. Q. takes B. (ch.)	34. K. to K. Kt.'s 3rd.
35. R. to Q's 2nd.	35. Q. takes K. R. P. (ch.)
36. K. to K. Kt.'s sq.	36. K. to K. B's 3rd.
37. B. to Q. B's 2nd.†	37. Q. to K. Kt.'s 6th (ch.)
38. K. to K. B's sq.	38. P. to K. R's 5th.
39. R. to K. Kt.'s 2nd.	

And Black resigned.

Game LXX.

Between the same players.

[The Pawn and Two Moves.]

White. (Captain K.)	Black. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. K. B. to Q's 3rd.	5. P. to K. Kt.'s 3rd.
6. Q. B. to Q's 2nd.	6. K. Kt. to B's 3rd.
7. P. to K. B's 4th.	7. P. takes P.
8. Q. B. P. takes P.	8. Q. to K's 2nd.
9. Q. Kt. to B's 3rd.	9. K. B. to K. Kt.'s 2nd.
10. K. Kt. to B's 3rd.	10. Q. B. to K. Kt.'s 5th.
11. Castles.	11. Q. Kt. to Q's 2nd.
12. K. R. to K's sq.‡	12. K. Kt. to R's 4th.
13. P. to K. R's 3rd.	13. B. takes Kt.
14. Q. takes B.	14. Castles on K's side.
15. Q. to Kt.'s 4th.§	15. B. checks.
16. K. to R's sq.	16. R. to K. B's 2nd.‖
17. P. to K's 5th.¶	17. P. takes P.**

* K. to K's 2nd would have lost the Queen.

† The best move.

‡ Threatening to push on his King's Pawn, a move completely destructive of White's game under present circumstances.

§ This and the four or five subsequent moves dependent on it, are capitally played by White.

‖ In this position, Black's game looks perfectly secure and well developed, but the adversary's next few moves show that it was utterly unstable and defenceless.

¶ Very well played.

** This was not making the best of a bad situation; Kt. to K. B's sq., and if the K. P. came on, R. to Kt.'s 2nd would have warded off the attack for some time.

18. P. to Q's 6th.	18. Q. takes P.
19. B. to Q. B's 4th.	19. Q. R. to K. B's sq.
20. Kt. to K's 4th.	20. Q. to her B's 3rd.
21. Kt. to K. Kt.'s 5th.	21. Q. Kt. to K. B's 3rd.
22. B. takes R. (ch.)*	22. R. takes B.
23. Q. to K's 6th.	23. Q. takes Q.
24. Kt. takes Q.	24. B. to K. B's 7th.†
25. K. R. to Q's sq.‡	25. Q. Kt. to K's 5th.
26. B. to Q. B's 3rd.§	26. B. to Q's 5th.
27. B. takes B.	27. K. P. takes B.
28. K. R. to K's sq.	28. Q. Kt. to K. B's 7th (ch.)
29. K. to Kt.'s sq.	29. Q. Kt. to Q's 6th.
30. K. R. to K. B's sq.	30. P. to Q. Kt.'s 3rd.
31. P. to K. Kt.'s 4th.	31. K. Kt. takes B. P.
32. Kt. takes Kt.	32. Kt. takes Kt.
33. K. to R's 2nd.	33. P. to Q. B's 5th.
34. P. to Q. R's 4th.	34. P. to Q. R's 3rd.
35. Q. R. to K's sq.	35. P. to K. Kt.'s 4th.‖
36. Q. R. to K's 5th.	36. P. to K. R's 3rd.
37. K. R. to Q. B's sq.	37. R. to Q. B's 2nd.
38. Q. R. to K's 4th.	38. Kt. to Q's 6th.
39. K. R. to Q. B's 2nd.	39. Kt. takes Q. Kt. P.¶
40. R. takes Kt.	40. P. to Q. B's 6th.
41. R. to Q. Kt.'s sq.**	41. P. to Q's 6th.
42. R. to Q. B's sq.	42. P. to Q's 7th.

And wins.

* If, instead of this precipitate capture, he had played Q. to K's 6th, the game was his own.

† Very hazardous. P. to K's 5th, would have been a much better move.

‡ A tempting move, as it threatens, upon the removal of the Bishop, to give mate in a move or two, but in reality it is not so sound and good as taking the K. P. would have been.

§ Had he played the B. to K's sq., Black would have mated him in three moves.

‖ The conclusion of this game is unusually instructive and interesting.

¶ Few players, in the deciding game of a match, which this was, would have been inclined to risk the sacrifice of the Kt. It was not rashly made, however, but after much examination; and we believe will be found to be the only mode of winning the game in Black's power.

** Had he taken the Q. Kt. P., Black would still have played P. to Q's 6th, and have won without much trouble.

Game LXXI.

Between the same players.

[The Pawn and Two Moves.]

White. (Captain K.)	Black. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. Kt.'s 3rd.
4. P. to Q. B's 4th.	4. P. to Q. B's 4th.
5. P. to Q's 5th.	5. P. to Q's 3rd.
6. K. Kt. to B's 3rd.	6. P. to K's 4th.
7. Castles.	7. K. Kt. to K's 2nd.
8. K. Kt. to R's 4th.	8. K. Kt. to his 3rd.
9. Kt. to K. B's 5th.	9. Kt. to K. B's 5th.
10. B. takes Kt.	10. P. takes B.
11. Kt. takes Q. P. (ch.)*	11. Q. takes Kt.
12. P. to K's 5th.	12. Q, to K. R's 3rd.
13. Q. Kt. to B's 3rd.	13. P. to Q. R's 3rd.
14. B. to K's 4th.†	14. Q. R. to his 2nd.
15. P. to Q. R's 3rd.	15. P. to K. Kt.'s 4th.
16. B. to K B's 3rd.	16. B. to K. B's 4th.
17. P. to Q's 6th.	17. Q. R. to K. Kt.'s 2nd.
18. Kt. to Q's 5th.	18. P. to K. Kt.'s 5th.
19. Kt. to K. B's 6th (ch.)	19. K. to Q's sq.
20. Kt. takes Kt. P.	20. B. takes Kt.
21. B. takes B.	21. K. R. to Kt.'s sq.
22. B. to K. B's 3rd.	22. Q. to K. R's 6th.‡
23. Q. to her 5th.§	23. R. to K. Kt.'s 4th.
24. Q. to Q. R's 8th.	24. Q. to her B's sq.
25. B. to Q. Kt.'s 7th.	

And wins.

* The Kt. had no safe retreat, this was therefore by far the best mode of play.

† The attack is extremely well maintained by Captain Kennedy throughout.

‡ This is all unavailing: White has one move in reserve (the Q. to her 5th), which completely nullifies all Black's projects.

§ But for this saving clause, Black might sacrifice one Rook, and then play P. to K. B's 6th; as it is, however, White can always take the R. with his Q., leaving the adverse Q. *en prise*, and thus win easily. The position is very instructive.

Game LXXII.

WITH MR. E. WILLIAMS, FORMERLY THE PRESIDENT AND LEADING PLAYER OF THE BRISTOL CHESS CLUB.

(In each of these games, the King's Bishop's Pawn of Black must be removed from the board.)

[The Pawn and Two Moves.]

WHITE. (Mr. E. W.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. K. B. to Q's 3rd.	3. P. to K's 4th.
4. K. Kt. to B's 3rd.	4. P. to Q's 3rd.
5. K. B. to Q. B's 4th.*	5. Q. B. to K. Kt.'s 5th.
6. P. to K. R's 3rd.	6. B. takes Kt.
7. Q. takes B.	7. Q. to K. B's 3rd.
8. Q. to Q. Kt.'s 3rd.†	8. Castles on Q's side.
9. B. takes K. Kt.	9. Kt. takes Q. P.
10. Q. to K. B's 7th.	10. Kt. takes Q. B. P. (ch.)
11. K. to Q's sq.	11. Kt. takes R.
12. Q. takes Q.	12. P. takes Q.
13. B. to K's 6th (ch.)	13. K. to Q. Kt.'s sq.
14. P. to Q. Kt.'s 3rd.	14. B. to K. Kt.'s 2nd.
15. B. to Q. Kt.'s 2nd.	15. K. R. to K's sq.
16. B. to Q. B's 4th.	16. Kt. takes Q. Kt. P.‡
17. R. P. takes Kt.	17. P. to Q. B's 3rd.
18. Kt. to Q. B's 3rd.	18. P. to Q's 4th.
19. P. takes P.	19. P. takes P.
20. K. B. to Q. Kt.'s 5th.§	20. K. R. to K's 3rd.

* Threatening now to take the K's Pawn.

† White has now a fine opening,

‡ Black preferred consolidating his Pawns in the centre, he might otherwise have played to save the Piece, as follows:—

WHITE.	BLACK.
	16. P. to Q's 4th.
17. P. takes P. (best)	17. P. to Q. Kt.'s 4th.
18. B. to K's 2nd.	18. R. takes P. (ch.)

(This appears to be White's best play, if he take the P. or move the B. to Q's 3rd, Black must win it shortly.)

19. Kt. to Q's 2nd.	19. K. R. to Q's sq.

Followed by B. to K. R's 3rd, and he must win the Kt.

§ It would have been better for him to have taken the P., and sacrificed the two minor Pieces for the Rook.

21. K. to K's 2nd.	21. P. to Q. R's 3rd.
22. B. to Q's 3rd.	22. P. to K's 5th.
23. B. to Q. Kt.'s sq.	23. P. to K. B's 4th.
24. R. to Q's sq.	24. P. to Q's 5th.
25. Kt. to Q. R's 4th.	25. P. to Q. Kt.'s 4th.
26. Kt. to Q. B's 5th.	26. K. R. to Q. B's 3rd.
27. B. to Q. R's 3rd.	27. P. to Q's 6th (ch.)
28. K. to K. B's sq.	28. P. to Q. R's 4th.
29. P. to Q. Kt.'s 4th.	29. B. to Q. B's 6th.
30. Kt. to Q. Kt.'s 3rd.	30. Q. R. P. takes P.
31. B. to Q. B's sq.	31. B. to K's 4th.
32. B. to Q's 2nd.	32. R. to Q. B's 6th.*
33. Kt. to Q. R's 5th.	33. K. to Q. B's 2nd.†
34. B. to Q. R's 2nd.	34. R. to Q. R's sq.
35. B. to K's 6th.	35. R. takes Kt.
36. B. takes K. B. P.	36. R. to Q. B's 5th.
37. B. takes K. R. P.	37. R. to Q. R's 7th.‡
38. P. to K. B's 4th.	38. B. to Q's 5th.
39. B. takes K. P.	39. R. takes Q. B.
40. R. takes R.	40. R. to Q. B' 8th (ch.)

And White resigned.

Game LXXIII.

Between the same players.

[The Pawn and Two Moves.]

White. (Mr. E. W.)	Black. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. Q. Kt. to B's 3rd.
7. P. to K. R's 4th.	7. Kt. takes Q. P.
8. B. takes K. Kt. P. (ch.)	8. P. takes B.
9. Q. takes Kt.	9. K. B. to Kt.'s 2nd.
10. Q. to K's 4th.	10. Q. checks.

* This is the decisive move.
† To prevent the Kt. giving check the next three moves.
‡ Threatening to win the Bishop for nothing

11. K. to B's sq.*	11. Kt. to K's 2nd.
12. P. to K. B's 4th.	12. Kt. to B's 4th.
13. Kt. to K's 2nd.	13. R. takes R. P.
14. R. takes R.	14. Kt. takes R.
15. Q. Kt. to B's 3rd.	15. R. to Q. Kt.'s sq.
16. B. to Q's 2nd.	16. P. to Q. Kt.'s 3rd.
17. P. to K. Kt.'s 3rd.	17. Q. B. to Kt.'s 2nd.
18. Q. to her 3rd.	18. Kt. to K. B's 4th.
19. P. to K. Kt.'s 4th.	19. Q. B. to R's 3rd.
20. Q. to K. R's 3rd.	20. Kt. to Q's 5th.†
21. B. to K's 3rd.	21. Kt. takes Kt.
22. Kt. takes Kt.	22. K. to B's 2nd.
23. R. to Q's sq.	23. Q. to Q. Kt.'s 4th.
24. R. to Q's 2nd.	24. R. to K. R's sq.
25. Q. to K. B's 3rd.	25. K. to his 2nd.‡
26. K. to Kt.'s sq.	26. Q. to Q. B's 5th.
27. P. to Q. Kt.'s 3rd.	27. Q. to Q. B's 2nd.
28. Q. to K's 4th.	28. K. to K. B's 2nd.
29. Q. to Q. R's 4th.	29. B. to Q. B's sq.
30. Q. to her 4th.	30. Q. to Q. B's 3rd.
31. Kt. to K. Kt.'s 3rd.	31. Q. to K. B's 6th.
32. R. to K. Kt.'s 2nd.	32. B. to K. B's sq.
33. Kt. to K's 4th.	33. K. to Kt.'s 2nd.
34. P. to K. B's 5th.	34. R. to R's 6th.
35. B. to K. B's 2nd.	35. B. to Q. Kt. s 2nd.§
36. Q. takes Q. P. (ch.)	36. K. to R's sq.
37. Q. to her 8th.	37. K. to Kt.'s sq.
38. Kt. to K. B's 6th (ch.)	38. K. to Kt.'s 2nd.
39. Kt. to K's 8th (ch.)	39. K. to Kt.'s sq.
40. Kt. to B's 6th (ch.)	

Drawn game.

* The best move. If he had interposed either his B. or Kt. Black would have won the K's Pawn.

† Threatening to win a Piece.

‡ This was necessary to relieve the Queen from guardiug her Pawn.

§ The position is one of peculiar difficulty for Black owing to the advanced Pawns on his King's side. Perhaps his best play was, Q. to K. B's 5th. The move in the text, however, secures a drawn game for him.

Game LXXIV.

Between the same players.

[The Pawn and Two Moves.]

White. (Mr. E. W.)	Black. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. B. to K's 2nd.
6. K. Kt. to K's 2nd.	6. K. B. to his 3rd.
7. Q. Kt. to B's 3rd.	7. K. Kt. to K's 2nd.
8. Castles.	8. Castles.
9. P. to K. B's 4th.	9. P. takes Q. P.
10. Q. B. P. takes P.	10. Q. Kt. to R's 3rd.
11. P. to K. R's 3rd.	11. Q. Kt. to B's 2nd.
12. Q. to K's sq.	12. P. to Q. R's 3rd.
13. Q. to K. Kt.'s 3rd.	13. K. Kt. to his 3rd.
14. P. to K's 5th.	14. B. to K. R's 5th.*
15. Q. to K. R's 2nd.	15. P. takes P.
16. B. takes K. Kt.	16. K. R. P. takes B.
17. B. P. takes P.	17. R. takes R. (ch.)
18. K. takes R.	18. Kt. takes Q. P.
19. Kt. takes Kt.	19. Q. takes Kt.
20. B. to K's 3rd.	20. B. to Q's 2nd.
21. K. to Kt.'s sq,†	21. Q. to her 6th.
22. Q. to K. B's 4th.‡	22. Q. takes Kt.
23. B. takes P.	23. B. to Q. B's 3rd.
24. Q. to K. Kt.'s 4th.	24. Q. takes Q.
25. P. takes Q.	

And Black wins the game.

* But for this counter-move White's attack would have been irresistible.

† This is not a good move, but we doubt if any degree of care or skill could do more than prolong the game.

‡ If he had played B. to K. B's 2nd, Black might have taken B. with B. (ch.), and then played Q. B. to Q. Kt.'s 4th, with an easy winning position.

Game LXXV.

Between the same players.

[The Pawn and Two Moves.]

WHITE. (Mr. E. W.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. K. B. to K's 2nd.
6. P. to K's 5th.	6. P. to K. Kt.'s 3rd.*
7. P. to K. B's 4th.	7. K. Kt. to R's 3rd.
8. K. Kt. to B's 3rd.	8. Castles.
9. Q. Kt. to B's 3rd.†	9. Q. Kt. to R's 3rd.
10. P. to Q. R's 3rd.	10. Q. Kt. to Q. B's 2nd.
11. Q. to her B's 2nd.‡	11. K. to Kt.'s 2nd.
12. P. to K. R's 4th.	12. P. takes Q. P.
13. Q. B. P. takes P.	13. Q. B. to K. Kt.'s 5th.
14. Q. to K. B's 2nd.	14. B. takes Kt.
15. P. takes B.	15. P. takes K. P.
16. P. takes P.	16. Kt. takes Q. P.
17. B. takes K. Kt. (ch.)	17. K. takes B.
18. Castles on Q's side.	18. Kt. takes Kt.
19. Q. to her 2nd (ch.)	19. K. to Kt.'s 2nd.
20. Q. takes Kt.	20. R. takes K. B. P.
21. K. R. to K. B's sq.	21. R. takes R.
22. R. takes R.	22. B. takes K. R. P.
23. B. to Q. B's 4th.	23. Q. to her 5th.
24. R. to B's 7th (ch.)	24. K. to R's 3rd.
25. P. to K's 6th.	25. R. to Q's sq.
26. K. to Kt.'s sq.	26. Q. takes Q.
27. P. takes Q.	27. P. to Q. Kt.'s 4th.
28. B. to K. B's sq.§	28. R. to K's sq.
29. B. to K. R's 3rd.	29. R. to K's 2nd.
30. R. to K. B's 8th.	30. R. to Q. Kt.'s 2nd.
31. B. to K. Kt.'s 2nd.	31. R. to K's 2nd.
32. B. to Q's 5th.	32. P. to Q. R's 4th.

* He would evidently have played badly in taking the K's Pawn, on account of the Queen's checking at his K. R's 4th.

† If he had Castled Black would have broken up his Pawns.

‡ Again he could not Castle advantageously.

§ Taking the Q. Kt. P. would have involved the loss of his Bishop.

33. R. to Q. R's 8th.	33. P. to Q. Kt.'s 5th.
34. P. to Q. B's 4th.*	34. P. takes R. P.
35. R. takes P.	35. B. to K. B's 7th.
36. R. takes Q. R. P.	36. B. to Q's 5th.
37. K. to B's 2nd.	37. K. to Kt.'s 4th.
38. R. to K. Kt.'s 3rd (ch.)	38. K. to B's 3rd.
39. R. to B's 3rd (ch.)	39. K. to Kt.'s 2nd.
40. K. to Q's 3rd.†	40. B. to K. B's 3rd.
41. K. to K's 4th.	41. P. to K. R's 4th.
42. K. to B's 4th.	42. R. to Q. R's 2nd.
43. K. to Kt.'s 3rd.	43. R. to Q. R's 7th.‡
44. P. to K's 7th.	44. B. to K's 4th (ch.)§

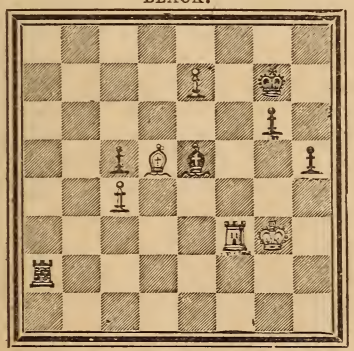
* Well played.

† Probably his wisest course was to change Rooks by checking at B's 7th.

‡ From this point, against the best possible defence, Black appears to have a winning game.

§ The position, after Black's 44th move, is singularly interesting.

BLACK.



WHITE.

White apparently has no resource after the check of the Bishop, yet, strange to say, this very move, which proved so fatal to him, if properly answered, would have enabled him not only to save but even win the game. For suppose, instead of moving his King, he had played,

WHITE.	BLACK.
45. R. to B's 4th.	

If Black then played R. to K's 7th, White would win by moving the K. to B's 3rd. So also if he took the R. with the B., Black would play his K. to B's 3rd and win. He may, however, play,

	45. R. to Q. R's 6th (ch.)
46. K. to B's 2nd.	46. R. to R's 7th (ch.)

45. K to R's 4th. 45. K. to R's 3rd.

And White resigned.

Game LXXVI

WITH MR. HENDERSON, ONE OF THE FINEST PLAYERS OF THE BRISTOL CHESS CLUB.

(In this and the following game, remove Black's King's Bishop's Pawn from the board.)

[The Pawn and Two Moves.]

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. B. to K. Kt.'s 5th.	3. P. to Q's 3rd.
4. K. B. to Q. B's 4th.	4. K. Kt. to B's 3rd.
5. Q. Kt. to B's 3rd.	5. P. to K's 3rd.
6. P. to K. B's 4th.	6. K. B. to K's 2nd.
7. K. Kt. to B's 3rd.	7. Castles.
8. Castles.	8. P. to Q's 4th.
9. B. takes Kt.	9. R. takes B.
10. K. P. takes P.	10. Kt. to Q. R's 4th.
11. Q. to K's 2nd.	11. Kt. takes B.
12. Q. takes Kt.	12. R. takes K. B. P.
13. P. takes P.	13. P. to Q. B's 3rd.
14. Q. R. to K's sq.	14. Q. to Q's 3rd.
15. Q. Kt. to K's 4th.	15. Q. to her sq.*
16. Q. Kt. to K. Kt.'s 5th.	16. P. to K. R's 3rd.†
17. Q. Kt. to K. R's 3rd.	17. R. to B's 3rd.
18. Q. R. to K's 5th.	18. K. to R's sq.
19. Q. to K's 2nd.	19. P. to Q. Kt.'s 4th.
20. Q. to K's 4th.	20. Q. to K's sq.
21. K. R. to K's sq.	21. B. to Q. Kt.'s 2nd.

(If the B. checks White takes it with his R.)

47. K. to B's sq.	47. R. to R's 8th (ch.)
48. K. to K's 2nd.	48. R. to R's 7th (ch.)
49. K. to Q's 3rd.	

And wins.

* If he had taken the K. P. with his Q. White would have won her by playing Kt. to B's 6th (ch.)

† It is pretty obvious that taking the Kt. would have cost Black his Queen, through the advance of the K. P. discovering check.

22. Q. to K. Kt.'s 4th.	22. Q. R. to Q's sq.
23. Q. Kt. to K. B's 4th.	23. P. to Q. B's 4th.
24. P. to Q's 5th.	24. P. to Q. B's 5th.
25. Q. R. to K. B's 5th.	25. P. to K. Kt.'s 4th.
26. R. takes R.	26. B. takes R.
27. Kt. to R's 5th.	27. Q. to K. B's sq.*
28. Kt. takes B.	28. Q. takes Kt.
29. P. to K's 7th.	29. R. to K's sq.
30. Q. to Q's 7th.	

And Black abandoned the game.

Game LXXVII.

Between the same players.

[The Pawn and Two Moves.]

White. (Mr. H.)	Black. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. P. to K. Kt.'s 3rd.
6. Q. B. to Q's 2nd.†	6. K. B. to K. Kt.'s 2nd.
7. Q. B. to his 3rd.	7. Q. to K's 2nd.
8. B. takes B.	8. Q. takes B.
9. Q. Kt. to B's 3rd.	9. K. Kt. to K. R's 3rd.
10. K. Kt. to K's 2nd.	10. P. to K's 4th.
11. Castles.	11. Castles.
12. P. to K. B's 4th.	12. K. Kt. to his 5th.
13. Q. to her 2nd.	13. P. takes P.
14. R. takes P.	14. R. takes R.
15. Q. takes R.	15. Kt. to K's 4th.
16. Q. R. to Q's sq.	16. B. to K. Kt.'s 5th.
17. P. to K. R's 3rd.	17. B. takes Kt.
18. B. takes B.	18. Q. Kt. to Q's 2nd.
19. Q. Kt. to his 5th.	19. R. to K. B's sq.
20. Q. to K's 3rd.	20. K. Kt. to B's 2nd.
21. P. to Q. Kt.'s 3rd.	21. Q. Kt. to K's 4th.
22. R. to K. B's sq.	22. P. to Q. R's 3rd.

* Black's game was still defenceable, if, instead of this inconsiderate move, he had taken the Q. Kt. P.

† Preparing to confront the adverse K. B., when he moves to K. Kt.'s 2nd.

23. Kt. to Q. B's 3rd.	23. R. to K's sq.
24. Kt. to Q's sq.	24. K. Kt. to K. R's 3rd.
25. Q. to K. B's 4th.	25. Q. Kt. to K. B's 2nd.*
26. B. to K. B's 3rd.	26. P. to Q. Kt.'s 4th.
27. Kt. to K's 3rd.	27. Q. to Q's 5th†
28. R. to Q's sq.	28. P. to K. Kt.'s 4th.
29. Q. takes Kt. (ch.)‡	29. Kt. takes Q.
30. R. takes Q.	30. P. takes R.
31. Kt. to Q. B's 2nd.	31. P. to Q's 6th.
32. Kt. to Q. Kt.'s 4th.	32. P. takes P.
33. P. takes P.	33. Kt. to K's 4th.

The game was protracted for many moves, but ultimately terminated in Black's favour.

GAME LXXVIII.

WITH MR. WITHERS, ANOTHER ACCOMPLISHED PLAYER OF THE BRISTOL CHESS CLUB.

Black's King's Bishop's Pawn must be taken from the board.)

[THE PAWN AND TWO MOVES.]

WHITE. (Mr. J. W.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. K. B. checks.
4. Q. Kt. to B's 3rd.	4. K. Kt. to K's 2nd.
5. Q. B. to K. Kt.'s 5th.	5. Castles.
6. K. B. to Q's 3rd.	6. Q. Kt. to B's 3rd.
7. K. Kt. to K's 2nd.	7. Q. to K's sq.
8. Q. to Q's 2nd.	8. P. to K's 4th.§
9. P. to Q's 5th.	9. Q. Kt. to Q's 5th.
10. P. to K. B's 4th.	10. P. to Q's 3rd.
11. Castles on K's side.	11. Q. B. to K. Kt.'s 5th.
12. P. to K. B's 5th.	12. P. to K. R's 3rd.
13. B. to K's 3rd.	13. P. to Q. B's 4th.
14. K. Kt. to Kt.'s 3rd.	14. Q. R. to Q. B's sq.
15. P. to K. R's 3rd.‖	15. B. to K. R's 4th.

* Having in view the winning the K. P. by checking with the Queen.

† Threatening to win the Kt. next move, by playing P. to K. Kt.'s 4th.

‡ He had no better move. Taking the Queen at once would have lost him a Piece.

§ The opening is very carefully conducted on both sides.

‖ B. takes K. R. P., appears a better move. In that case the following variation is probable.

16. K. R. to B's 2nd.*	16. K. to R's 2nd.
17. Q. R. to K. B's sq.	17. Kt. to K. Kt.'s sq.
18. P. to Q. R's 3rd.	18. B. to Q. R's 4th.
19. K. to R's 2nd.	19. K. Kt. to B's 3rd.
20. Kt. takes B.	20. Q. takes Kt.
21. Q. to her sq.	21. Q. to K's sq.
22. P. to K. Kt.'s 4th.	22. P. to Q. R's 3rd.
23. P. to Q. R's 4th.	23. Q. R. to B's 2nd.
24. K. R. to K. Kt.'s 2nd.	24. P. to K. Kt.'s 4th.†
25. B. P. takes P. (*en pas.* ch.)	25. Q. takes P.
26. K. R. to K. B's 2nd.	26. Q. R. to K. Kt.'s 2nd.
27. K. to R's sq.‡	27. B. to Q's sq.
28. Kt. to K's 2nd.	28. Kt. takes K. Kt. P.§
29. R. P. takes Kt.	29. Q. takes K. Kt. P.
30. Kt. takes Kt.	30. R. takes R.‖
31. Q. takes Q.	31. R. takes R. (ch.)
32. B. takes R.	32. R. takes Q.
33. Kt. to K's 6th.	33. B. to Q. R's 4th.
34. B. to K. R's 3rd.	34. R. to K. R's 5th.
35. K. to Kt.'s 2nd.	35. K. to Kt.'s sq.
36. K. to Kt.'s 3rd.	36. B. to K's 8th (ch.)
37. K. to Kt.'s 2nd.	37. R. takes K. P.
38. B. takes K. R. P.	38. R. takes Q. B. P.
39. K. Kt. to Kt.'s 5th.	39. R. takes Q. R. P.
40. B. to K's 6th (ch.)	40. K. to R's sq.
41. B. to K. B's 8th.	41. P. to K's 5th.
42. B. takes Q. P.¶	42. K. to Kt.'s 2nd.

15. B. takes K. R. P.	15. P. takes B.
16. Q. takes P.	16. R. to K. B's 2nd.
17. P. to K. R's 3rd.	17. R. to K. R's 2nd.
18. Q. to K. Kt.'s 5th (ch.)	18. R. to K. Kt.'s 2nd.
19. Q. to K. R's 4th.	19. B. takes K. R. P.

And White has gained a Pawn.

* P. to K. B's 6th, we think, still stronger play.

† Apparently indispensable, the threatened advance of White's K. Kt. P. being fraught with destruction.

‡ In anticipation of Black's presently sacrificing his Kt.

§ The giving up this Knight increases, perhaps, the interest and difficulty of the contest, but it was not at all necessary, and in a game of any importance, would hardly have been ventured.

‖ We see no better move.

¶ Threatening mate next move.

43. B. takes Q. B. P.	43. B. to Q. R's 4th.
44. P. to Q's 6th.	44. K. to B's 3rd.
45. B. to Q. Kt.'s 3rd.	45. K. takes Kt.*
46. B. takes R.	46. P. to Q. Kt.'s 4th.
47. B. to Q. B's 2nd.	47. K. to K. B's 5th.
48. K. to B's 2nd.	48. B. to Q's sq.
49. P. to Q. Kt.'s 4th.	49. K. to K's 4th.
50. B. to Q. Kt.'s 3rd.	50. P. to Q. R's 4th.
51. P. takes P.	51. B. takes P.
52. P. to Q's 7th.	52. B. to Q's sq.
53. K. to K's 3rd.	53. B. to K. Kt.'s 4th (ch.)
54. K. to K's 2nd.	54. B. to Q's sq.
55. B. to K. B's 7th.	55. K. to B's 3rd.
56. B. to K's 8th.	56. K. to K's 3rd.
57. K. to K's 3rd.	57. K. to Q's 4th.
58. B. to Q. R's 3rd.	58. B. to K. Kt.'s 4th (ch.)
59. K. to K's 2nd.	59. B. to Q's sq.
60. B. to K. B's 8th.	60. K. to Q. B's 3rd.†
61. K. to K's 3rd.‡	61. K. to Q's 4th.
62. B. to K. B's 7th (ch.)	62. K. to Q. B's 3rd.
63. B. to K's 6th.	63. K. to Q. B's 2nd.
64. K. takes K. P.	64. K. to B's 3rd.
65. K. to Q's 3rd.	65. B. to K. B's 3rd.
66. K. to Q. B's 2nd.	66. B. to Q's sq.
67. K. to Kt.'s 3rd.	67. B. to K. B's 3rd.
68. K. to Kt.'s 4th.	68. B. to Q's sq.
69. B. to K. B's 5th.	69. B. to B's 3rd.

And ultimately Black resigned.§

* Another needless sacrifice. The loss of the K. P. was surely of less consequence.

† This was badly played, and afforded White an opportunity of winning easily.

‡ The most sure and speedy way of winning, we take to be, by now playing B. to K's 7th.

§ Of the several games, at the same odds, played by the author with Mr. Withers, this, unfortunately, was the only one preserved, and in fairness to the other players of his own strength, who appear from their published games to have been less fortunate, it is right to state that, although a winner in this instance, Mr. W. lost a considerable majority on the whole number played.

Game LXXIX.

WITH MR. G. S. SPRECKLEY, THE HONORARY SECRETARY OF THE LIVERPOOL CHESS CLUB, ONE OF THE FIRST PROVINCIAL PLAYERS OF THE DAY.

(In each of these games, White's King's Bishop's Pawn must be taken from the board.)

[The Pawn and Two Moves.]

BLACK. (Mr. Spreckley.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. Kt. takes P..
5. P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7. K. Kt. to B's 3rd.	7. P. to Q. B's 3rd.
8. Castles.	8. B. to Q. B's 4th. (ch.)
9. K. to R's sq.	9. P. to Q's 3rd.
10. P. to K. R's 3rd.	10. Q. to K's 2nd.
11. P. to K. B's 5th.	11. Q. B. to Q's 2nd.
12. P. to Q. R's 3rd.	12. P. to Q. R's 4th.
13. Q. B. to K. B's 4th.*	13. Q. to K. B's 3rd.†
14. Q. B. to K. Kt's 3rd.‡	14. P. to K. Kt.'s 4th.
15. Q. Kt. to Q. R's 4th.	15. K. B. to K's 6th.
16. Q. to her 3rd.	16. K. B. to his 5th.
17. B. takes B.	17. P. takes B.
18. Q. Kt. to Kt.'s 6th.	18. Q. R. to Q's sq.
19. B. takes Kt. (ch.)§	19. Kt. takes B.
20. Kt. takes B.	20. R. takes Kt.
21. Q. to her 2nd.	21. K. R. to K. Kt.'s sq.
22. Q. R. to Q's sq.	22. Kt. to K. Kt.'s 4th.
23. Q. takes K. B's P.	23. Kt. takes Kt.
24. R. takes Kt.	24. Q. takes Q. Kt.'s P.
25. Q. R. takes Q. P.	25. Q. takes Q. B. P.
26. Q. R. to K's 6th. (ch.)	26. K. to B's 2nd.
27. K. R. to K. Kt.'s 3rd.	27. R. takes R.
28. Q. takes R.	28. Q. to her B's 4th.‖

* With the intention of advancing the Pawn to K's 5th.

† This deters Black from playing on his K's Pawn, since then the Q. could take the K. B. P. with a fine attacking position.

‡ Well played. Threatening to attack the Q. at K. R's 4th.

§ Kt. takes B., and then B. to K's 6th would have been more forcible.

‖ Promising mate in two more moves.

29. Q. to her Kt.'s 3rd.*	29. Q. to her B's 8th (ch.)
30. K. to R's 2nd.	30. Q. to K. B's 5th (ch.)
31. Q. to K. Kt.'s 3rd.	31. Q. takes Q. (ch.)
32. K. takes Q.	32. R. to Q's 6th (ch.)
33. K. to R's 4th.	33. R. takes Q. R. P.
34. P. to K. Kt's 4th.	34. R. to K's 6th.
35. P. to K. Kt.'s 5th.	35. P. to Q. R's 5th.
36. K. to his Kt.'s 4th.	36. P. to Q. R's 6th.
37. R. to Q's 6th.	37. R. takes K. P. (ch.)
38. K. to his B's 3rd.	38. P. to Q. R's 7th.
39. R. to Q's sq.	39. R. to Q. R's 5th.

And wins.

Game LXXX.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. Spreckley.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. K. Kt. to K.'s 2nd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. P. to Q's 3rd.
7. Castles.	7. Q. P. takes P.
8. P. takes K. P.	8. P. to K. Kt.'s 3rd.
9. Q. B. to K. Kt.'s 5th.	9. K. B. to Kt.'s 2nd.
10. K. B. to Q. Kt.'s 5th.	10. Q. B. to Q's 2nd.†
11. Q. to K's 2nd.	11. Q. to her B's 2nd.
12. Q. B. takes K. Kt.	12. Kt. takes B.
13. B. takes B. (ch.)	13. Q. takes B.
14. Q. Kt. to R's 3rd.	14. Castles on K's side.
15. Q. R. to Q's sq.	15. Q. to K's sq.
16. Q Kt. to B's 4th.	16. Kt. to Q's 4th.
17. Q. Kt. to Q's 6th.	17. Q. to K's 2nd.
18. P. to Q. B's 4th.	18. Kt. to K. B's 5th.
19. Q. to K's 4th.	19. Q. R. to Q's sq.‡

* This looks better than it really is. Q. to K. B's 3rd would have been safer far.

† All this manœuvering is on White's side to win the King's Pawn, and on his adversary's to save it.

‡ The Q. Kt.'s P. is designedly left undefended, because, if taken,

20. P. to K. Kt.'s 3rd.	20. Kt. to K. R's 4th.
21. P. to K. R's 4th.	21. B. takes K. P.*
22. K. Kt. takes B.†	22. R. takes Q. Kt.
23. R. takes R.	23. Q. takes R.
24. Kt. takes K. Kt. P.‡	24. P. takes Kt.
25. Q. takes K. Kt. P. (ch.)	25. Kt. to K. Kt.'s 2nd.
26. P. to K. R's 5th.	26. K. to R's sq.
27. Q. to K. R's 6th (ch.)	27. K. to Kt.'s sq.
28. Q. to Kt.'s 6th.	28. K. to R's sq.
29. P. to K. R's 6th.	29. Kt. to B's 4th.
30. P. to K. Kt.'s 4th.	30. P. to K's 4th.§

And Black resigns.

Game LXXXI.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. Spreckley.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. P. to Q's 3rd.
7. Castles.	7. Q. P. takes P.
8. K. Kt. takes P.	8. K. Kt. to B's 3rd.
9. Q. B. to K. Kt.'s 5th.	9. K. B. to K's 2nd.
10. B. to Q. Kt.'s 5th.	10. B. to Q's 2nd.

White can always gain one in return, and at the same time improve his position by playing Q's Rook to Q. Kt.'s sq. at the proper moment.

* At length White is enabled to win the much-coveted Pawn.

† This is better play than taking the B. with his Queen.

‡ Few players could have resisted the temptation of this sacrifice, the after position seeming so certainly to ensure the gain of a Knight in return. It will be seen, however, that in Black's calculation one move of his adversary's had been overlooked, and this, unless he played purposely to draw the game, rendered the giving up a Piece of very questionable propriety.

§ It is this very simple but very effectual move which Black has neglected to consider. It compels him to exchange Queens (for if he take the Kt. with his Pawn, White replies with R. to K. Kt.'s sq., and wins the Queen), and then with the advantage of a Piece more and such a position, White has an easy game.

11. B. takes Q. Kt.	11. B. takes B.
12. B. takes K. Kt.	12. K. B. takes B.
13. Kt. takes Q. B.	13. P. takes Kt.
14. Q. P. takes P.	14. Q. to K's 2nd.
15. Q. to K's 2nd.	15. Q. R. to Q's sq.
16. Kt. to Q's 2nd.	16. R. to Q's 4th.
17. Kt. to K's 4th.	17. B. to K's 4th.
18. Q. R. to Q's sq.	18. Castles.
19. P. to Q. B's 4th.	19. R. takes R.
20. R. takes R.	20. R. to K. B's 5th.*
21. P. to K. Kt.'s 3rd.	21. R. to K. B's 4th.
22. Kt. to Q's 6th.	22. R. to K. R's 4th.
23. P. to K. B's 4th.	23. B. to K. Kt.'s 2nd.
24. P. to Q. Kt.'s 4th.	24. B. to Q. B's 6th.
25. K. to Kt.'s 2nd.†	25. B. takes P.
26. R. to Q. Kt.'s sq.	26. R. takes Q. B. P.
27. R. takes B.	27. Q. takes Kt.
28. R. to Q. Kt. 2nd.	28. P. to K's 4th.
29. R. to Q's 2nd.	29. Q. to K's 3rd.
30. Q. to her 3rd.	30. Q. to K's 2nd.‡
31. P. takes P.	31. R. takes K. P.
32. Q. to her 8th (ch.)	32. Q. takes Q.
33. R. takes Q. (ch.)	33. K. to B's 2nd.
34. R. to Q's 7th (ch.)	34. R. to K's 2nd.
35. R. takes R. (ch.)	35. K. takes R.
36. K. to B's 3rd.	36. K. to Q's 3rd.
37. K. to K's 4th.	37. K. to Q. B's 4th.

White has the advantage of position at this point, but by a hasty move he afterwards lost the opposition and the game.

* Having in view the moving of his Q. to K. R's 5th presently.

† Though founded on a miscalculation, this move is well conceived. Black thought that by playing his King to a Black square, he should gain a Piece if White took the Q. Kt. P., since the Bishop, when attacked by the Rook, would then be unable to escape by taking the second Pawn, checking. As is subsequently shown, however, White could still take the Pawn, and then leave his Bishop *en prise* with impunity.

‡ Indispensable. If he had taken either of the Pawns, Black would have won without difficulty.

Game LXXXII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. Spreckley.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. K. Kt. to K's 2nd.
5. K. Kt. to B's 3rd.	5. P. takes P.
6. Castles.	6. Q. Kt. to B's 3rd.
7. P. to Q. B's 3rd.	7. P. takes P.
8. Q. Kt. takes P.	8. Q. to R's 4th.
9. Q. Kt. to his 5th.*	9. K. Kt. to B's 4th.
10. B. takes K. Kt.	10. Q. takes Q. Kt.
11. B. to Q's 3rd.	11. Q. to her 4th.
12. Q. to K's 2nd.	12. Kt. to Q's 5th.
13. Kt. takes Kt.	13. Q. takes Kt.
14. P. to Q. Kt.'s 3rd.	14. Q. to K. R's 5th.†
15. Q. B. to Kt.'s 2nd.	15. B. to K's 2nd.
16. P. to K. R's 3rd.	16. Castles.
17. K. to R's 2nd.	17. Q. to K. B's 5th (ch.)
18. P. to K. Kt.'s 3rd.	18. Q. to K. B's 2nd.
19. P. to K. B's 4th.	19. P. to Q's 4th.
20. P. takes P. in passing.	20. B. takes P.
21. B. to K's 5th.	21. B. to Q. R's 6th.
22. Q. to K's 4th.	22. P. to K. Kt.'s 3rd.
23. Q. R. to K's sq.	23. P. to Q. R's 4th.
24. B. to Q's 4th.	24. K. B. to K's 2nd.
25. B. to Q. B's 4th.	25. K. R. to Q's sq.‡
26. P. to Q. R's 4th.§	26. K. B. to his sq.

* The opening of this game is very ably played by Mr. Spreckley.

† Taking the Q. R. would obviously have cost the Queen, (*e. g.*):—

	14. Q. takes Q. R.
15. Q. to K. R's 5th (ch.)	15. P. to K. Kt.'s 3rd.
16. B. takes P. (ch.)	16. P. takes B.
17. Q. takes P. (ch.)	17. K. to a white sq.
18. B. checks, &c.	

‡ To deter him from taking the Pawn. It would have been safer play, however, to move K. B. to B's 3rd, and have given up the Pawn.

§ Black now overlooked an opportunity of making a decisive blow, for suppose,

27. K. R. to B's 2nd.	27. Q. to K. B's 4th.
28. Q. to K's 3rd.	28. P. to K. R's 4th.*
29. K. R. to K's 2nd.	29. K. to R's 2nd.†
30. B. to K's 5th.	30. B. to Q. Kt.'s 5th.
31. Q. to her Kt.'s 6th.‡	31. Q. to K. B's sq.
32. Q. R. to K. B's sq.	32. B. to Q. B's 4th.
33. Q. to her Kt.'s 5th.	33. Q. R. to his 3rd.§
34. Q. B. to his 3rd.	34. Q. R. to his 2nd.‖
35. B. takes K. P.	35. B. takes B.
36. K. R. takes B.	36. P. to Q. Kt.'s 3rd.
37. Q. R. to K's sq.	37. Q. R. to Q's 2nd.
38. Q. R. to K's 2nd.	38. P. to K. R's 5th.
39. Q. to her B's 4th.	39. P. takes P. (ch.)
40. K. takes P.	40. Q. R. to Q's 6th (ch.)
41. K. to Kt.'s 2nd.	41. Q. to K. B's 4th.
42. R. to K's 7th (ch.)	42. B. takes R.
43. R. takes B. (ch.)	43. K. to R's 3rd.
44. B. to K. Kt.'s 7th (ch.)	44. K. to R's 4th.¶
45. R. to K's 5th.	45. Q. R. to Q's 7th. (ch.)
46. K. to B's sq.	46. Q. R. to Q's 8th (ch.)

Drawing the game by perpetual check.

26. Q. to K's 5th.	26. K. to B's sq.
27. P. to K. B's 5th.	27. Kt. P. takes P.(best)
28. Q. to K. R's 8th (ch.)	28. Q. to K. Kt.'s sq.
29. R. takes P. (ch.)	

And wins.

* Preventing the advance of Black's Kt. P., and affording a retreat for the White King.

† Preparatory to playing his P. to K's 4th.

‡ The advantages of attack and counter-attack are capitally exemplified in this game.

§ It is extremely difficult to determine what is White's best play at this crisis.

‖ Being unable to save both the Pawns, he plays thus to win Black's Queen, if the Q. R. P. is taken.

¶ If to R's 2nd, Black would have mated him in five moves. For example,

	44. K. to R's 2nd.
45. B. to K. B's 6th (dis. ch.)	45. K. to R's 3rd.
46. R. to K. R's 7th (ch.)	46. K. takes R.
47. Q. to K. B's 7th (ch.)	47. K. to R's 3rd.
48. Q. to K. Kt.'s 7th (ch.)	48. K. to R's 4th.
49. Q. mates.	

Game LXXXIII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. Spreckley.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. K. Kt. to B's 3rd.	4. P. takes P.
5. K. Kt. takes P.	5. Q. Kt. to B's 3rd.
6. Kt. to K. B's 3rd.	6. K. Kt. to B's 3rd.
7. Castles.	7. K. B. to K's 2nd.
8. Q. B. to Q's 2nd.	8. Castles.
9. Q. B. to his 3rd.	9. P. to Q's 3rd.
10. P. to K's 5th.	10. K. Kt. to Q's 4th.
11. P. takes P.	11. B. takes P.
12. B. to Q's 2nd.	12. B. to K. B's 5th.
13. B. takes B.	13. K. Kt. takes B.
14. Q. Kt. to B's 3rd.	14. B. to Q's 2nd.
15. Q. Kt. to K's 2nd.	15. Kt. takes B.*
16. Q. takes Kt.	16. Q. to K's 2nd.
17. P. to Q. R's 3rd.	17. Q. R. to Q's sq.
18. Q. Kt. to K. Kt.'s 3rd.	18. B. to K's sq.
19. Q. to K's 3rd.	19. B. to K. Kt.'s 3rd.
20. K. R. to K's sq.	20. K. R. to B's 3rd.
21. P. to Q. B's 3rd.	21. P. to K. R's 3rd.
22. Q. R. to Q's sq.	22. R. takes R.
23. R. takes R.	23. P. to Q. R's 3rd.
24. K. Kt. to K's 5th.	24. Kt. takes Kt.
25. Q. takes Kt.	25. Q. to K. B's 2nd.
26. Q. to her Kt.'s 8th. (ch.)	26. K. to R's 2nd.
27. Q. to her R's 7th.	27. P. to K. R's 4th.
28. Q. to K's 3rd.	28. R. to K. B's 5th.
29. P. to K. B's 3rd.	29. P. to K. R's 5th.
30. Kt. to K's 4th.†	30. B. takes Kt.
31. P. takes B.	31. P. to K's 4th.
32. Q. to her 3rd.	32. Q. to K. Kt.'s 3rd.‡

* Nothing would have been gained by checking with the Kt. at K. R's 6th, as Black would not have taken the Kt., but simply have moved his King to R's sq.

† Kt. to K's 2nd would, perhaps, have been better play.

‡ This move enables White to win a Pawn at least.

33. R. to K's sq.	33. Q. to her Kt.'s 3rd (ch.)
34. Q. to K's 3rd.	34. Q. takes Q. Kt. P.
35. Q. to K's 2nd.	35. Q. takes Q. B. P.*
36. R. to Q's sq.	36. P. to K. Kt.'s 3rd.
37. Q. to her 3rd.	37. Q. to B's 4th (ch.)
38. K. to R's sq.	38. Q. to her B's 3rd.
39. Q. to her 8th.	39. Q. takes K. P.†
40. R. to Q's 7th (ch.)	40. K. to R's 3rd.
41. Q. to R's 8th (ch.)	41. K. to Kt.'s 4th.
42. Q. to her 8th (ch.)	42. R. to K. B's 3rd.
43. P. to K. R's 3rd.	43. Q. to K's 8th (ch.)
44. K. to R's 2nd.	44. Q. to K. Kt.'s 6th (ch.)
45. K. to R's sq.	45. Q. takes Q. R. P.

And Black resigned.

Game LXXXIV.

WITH CAPTAIN EVANS, THE INVENTOR OF THE CELEBRATED EVANS GAMBIT.

(In each of these games remove Black's King's Bishop's Pawn from the board.)

[The Pawn and Two Moves.]

WHITE. (Captain E.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. K. B. to Q's 3rd.	5. P. to K's 4th.
6. P. to K. B's 4th.	6. K. Kt. to B's 3rd.
7. P. takes P.	7. P. takes P.
8. K. Kt. to B's 3rd.	8. Q. B. to K. Kt.'s 5th.
9. Castles.	9. K. B. to K's 2nd.
10. Q. checks.	10. B. to Q's 2nd.
11. Q. to her Kt.'s 3rd.	11. Q. to B's 2nd.
12. Q. Kt. to B's 3rd.	12. Q. Kt. to R's 3rd.
13. P. to Q. R's 3rd.‡	13. Castles on K's side.

* These moves are the result of deep deliberation. The greatest care being needed to prevent Black drawing the game by perpetual check.

† At first sight this would appear to afford Black the opportunity he so eagerly sought of drawing the game, but upon examination it will be found to be perfectly safe.

‡ Taking the K. P. with Kt., for the purpose of being enabled afterwards to take the Q. Kt. P. with the Queen, would have been bad play.

14. Q. Kt. to K's 2nd.	14. K. Kt. to K. R's 4th.
15. Q. B. to Q's 2nd.	15. Q. R. to Kt.'s sq.
16. Q. B. to his 3rd.	16. K. B. to Q's 3rd.
17. Q. to B's 2nd.	17. P. to Q. Kt.'s 4th.
18. P. to Q. Kt.'s 3rd.	18. P. to Q. Kt.'s 5th.
19. P. takes P.	19. Kt. takes P.
20. B. takes Kt.	20. R. takes B.
21. Q. R. to his 6th.	21. Q. B. to his sq.
22. Q. R. to his 3rd.*	22. B. to K. Kt.'s 5th.
23. Q. Kt. to B's 3rd.	23. B. takes K. Kt.
24. P. takes B.	24. Q. to K's 2nd.
25. K. to R's sq.	25. K. to R's sq.†
26. Q. Kt. to his 5th.	26. R. takes Kt.‡
27. P. takes R.	27. P. to Q. B's 5th.
28. Q. Kt. P. takes P.§	28. B. takes R.
29. B. to K's 2nd.	29. B. to Q. B's 4th.
30. R. to Q. R's sq.	30. Q. to K. Kt.'s 4th.
31. Q. to her B's sq.	31. Kt. to K. B's 5th.
32. Q. to K. B's sq.	32. R. to K. B's 3rd.

And White surrendered.

* If he had moved the Rook to Q. B's 6th, Black, by first playing his Q. to her Kt.'s sq., and then Q. B. to Kt.'s 2nd, would have won the "exchange."

† A very necessary precaution, although, at first sight, it appears like a lost move.

‡ The student now perceives the importance of Black's previous move, which was made in evident anticipation of his adversary playing the Q. Kt. thus. Had the King still been standing on the Kt.'s sq., Black would have lost the game by taking the Kt. For suppose the same moves to be made before the Black King was played to his R's sq.

Q. Kt. to Kt.'s 5th.	R. takes Kt.
P. takes R.	P. to Q. B's 5th.
B. takes P.	B. takes Q. R.
P. to Q's 6th dis. ch., and winning the Queen.	

§ There being no longer a chance of discovering check, White properly takes the Pawn with Pawn, instead of with Q. or B.

Game LXXXV.

Between the same players.

[The Pawn and Two Moves.]

White. (Captain E.)	Black. (Mr. S.)
1. P. to K. 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. Q. Kt. to B's 3rd.	5. K. Kt. to to K's 2nd.
6. K. B. to Q's 3rd.	6. K. Kt. to his 3rd.
7. P. to K. B's 4th.	7. K. B. to K's 2nd.
8. K. Kt. to B's 3rd.*	8. Castles.
9. P. to K. Kt.'s 3rd.	9. Q. Kt. to R's 3rd.
10. Castles.	10. Q. Kt. to his 5th.
11. B. to Q. Kt.'s sq.	11. P. takes P.
12. K. P. takes P.	12. B. to K. B's 4th.
13. P. to Q. R's 3rd.	13. B. takes B.
14. P. takes Kt.	14. B. to K. B's 4th.
15. P. takes P.	15. P. takes P.
16. K. Kt. to K's 5th.	16. P. to Q. R's 3rd.
17. P. to K. Kt.'s 4th.	17. Q. B. to his sq.
18. Q. Kt. to K's 4th.	18. K. B. to his 3rd.†
19. P. to Q's 6th.‡	19. B. to K's 3rd.
20. Q. Kt. takes Q. B. P.	20. Q. to her Kt.'s 3rd.
21. Q. B. to K's 3rd.	21. B. takes K. Kt.
22. P. takes B.	22. R. takes R. (ch.)§
23. K. takes R.	23. Q. R. to K. B's sq. (ch.)
24. K. to Kt.'s sq.	24. Kt. takes K. P.
25. Q. to her B's sq.‖	25. Kt. to K. B's 6th (ch.)
26. K. to R's sq.	26. Q. takes Q. P.
27. Q. to her B's 2nd.	27. B. takes K. Kt. P.

* Many very curious and instructive variations arise from White's taking the K. P. with P. at this moment, and then playing P. to K. B's 5th.

† With the intention, if White took Kt. with Kt., to check with this Bishop before retaking.

‡ Very well played. Threatening a dangerous check with his Queen.

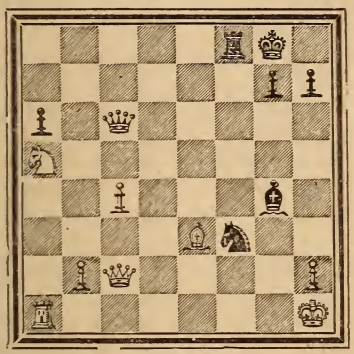
§ If he had taken the K. P., White could have answered with Q. to her 4th, and have released himself from the attack.

‖ P. to Q. Kt.'s 3rd might have been better play, although nothing he could do would save the game.

28. Kt. takes Q. Kt. P. 28. Q. to her B's 3rd.
29. Kt. to Q. R's 5th.

The position is now resolved into a somewhat pretty problem, of which, for the amusement of the young player, we subjoin a diagram.

BLACK.



WHITE.

Black having to play, gave mate in five moves.

Game LXXXVI.

WITH MR. HAMPTON.

(Remove White's King's Bishop's Pawn from the board.)

[The Pawn and Two Moves.]

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. P. to K. Kt.'s 3rd.
6. P. to K. R's 4th.	6. K. B. to K. Kt.'s 2nd.
7. Q. Kt. to B's 3rd.	7. P. to Q. R's 3rd.
8. K. Kt. to K's 2nd.	8. K. Kt. to B's 3rd.
9. Q. B. to K. Kt.'s 5th.	9. P. to K's 4th
10. P. to K. B's 4th.	10. Q. B. to K. Kt.'s 5th.
11. Q. to her Kt.'s 3rd.	11. P. to Q. Kt.'s 3rd.
12. Castles on Q's side.	12. Q. Kt. to Q's 2nd.
13. Q. R. to K. B's sq.	13. P. takes K. B. P.

14. Kt. takes P.	14. Q. Kt. to K's 4th.
15. B. to Q. B's 2nd.	15. P. to K. R's 3rd.
16. B. takes Kt.	16. B. takes B.
17. B. to Q's sq.	17. Q. B. to Q's 2nd.
18. Q. Kt. to K's 2nd.	18. P. to Q. Kt.'s 4th.
19. P. takes P.	19. P. to Q. B's 5th.
20. Q. to K. Kt.'s 3rd.	20. P. to K. Kt.'s 4th.
21. K. Kt. to K. R's 5th.	21. Kt. to Q's 6th (ch.)
22. K. to Q. B's 2nd.	22. K. B. to K's 4th.
23. Q. to K. B's 3rd.	23. Q. to her R's 4th.
24. Q. Kt. to Q. B's sq.	24. Q. R. to Q. B's sq.*
25. K. Kt. to his 7th (ch.)†	25. K. to Q's sq.
26. Kt. to K's 6th. (ch.)	26. B. takes Kt.
27. P. takes B.	27. Q. takes P. at her Kt.'s 4th.
28. P. to K's 7th (ch.)	28. K. takes P.‡
29. Kt. takes Kt.	29. P. takes Kt. (double ch.)
30. K. to Q's 2nd.	30. Q. takes P. (ch.)
31. K. to his sq.	31. B. checkmates.

GAME LXXXVII.

WITH A SKILFUL AMATEUR OF THE ST. GEORGE'S CHESS CLUB

(Remove Black's King's Bishop's Pawn from the board.)

[THE PAWN AND TWO MOVES.]

WHITE. (Mr. F.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4 P. takes P.	4. Q. to her R's 4th (ch.)

* This is preferable to taking the Q. Kt.'s P., we believe.

† If he had taken the Kt. with Kt., White would have mated him immediately (*e. g.*):—

BLACK.	WHITE.
25. Kt. takes Kt.	25. P. takes Kt. (double ch.)
26. K. takes P. or (A).	26. Q. B. takes P. (ch.)
27. K. to his 3rd.	27. B. to Q's 5th (ch.)
28. K. takes B.	28. Q. to her Kt. 3rd (mate.)

(A.)

26. K. to Q. Kt.'s sq.	26. Q. to her 7th.

And Black cannot avert the mate.

‡ It is curious that this can be done with impunity, notwithstanding the threatened attack of Black's Queen and Rook.

5. Q. Kt. to B's 3rd.	5. B. takes P.
6. Q. B. to Q's 2nd.	6. Q. to her Kt.'s 3rd.*
7. Kt. to Q. R's 4th.†	7. B. takes P. (ch.)
8. K. to B's sq.	8. Q. to her B's 3rd.
9. Q. to K. R's 5th (ch.)	9. P. to K. Kt.'s 3rd.
10. Q. to K's 5th.	10. K. Kt. to B's 3rd.‡
11. K. Kt. to B's 3rd.§	11. Castles.
12. Q. B. to K. R's 6th.‖	12. R. to K. B's 2nd.
13. P. to K. R's 3rd.¶	13. Q. takes Q. Kt.
14. K. takes B.	14. Q. Kt. to B's 3rd.
15. Q. to K. B's 4th.	15. Q. Kt. to Q's 5th.
16. P. to Q. Kt.'s 3rd.	16. Q. to her R's 4th.
17. K. to K. Kt.'s sq.**	17. K. Kt. to K. R's 4th.
18. Q. to K's 3rd.	18. Kt. takes Kt. (ch.)
19. P. takes Kt.	19. Q. to K's 4th.
20. K. to B's 2nd.††	20. Q. to K. Kt.'s 6th (ch.)
21. K. to his 2nd.	21. Q. to Kt.'s 7th (ch.)
22. Q. to K. B's 2nd.	22. Kt. to Kt.'s 6th (ch.)
23. K. to his 3rd.	23. Q. takes Q. (ch.)
24. K. takes Q.	24. Kt. takes R. (ch.)
25. R. takes Kt.	25. P. to Q. Kt.'s 3rd.
26. R. to K. Kt.'s sq.	26. B. to Q. Kt.'s 2nd.
27. R. to K. Kt.'s 3rd.	27. Q. R. to Q. B's sq.
28. P. to K's 5th.	28. P. to Q. Kt.'s 4th.
29. K. to his 3rd.	29. P. to Q. R's 4th.
30. P. to K. R's 4th.	30. Q. R. to B's 6th.
31. K. to Q's 4th.	31. R. takes B. (ch.)
32. P. takes R.	32. B. takes K. B. P

* Somewhat too hazardous. The greatest possible care and circumspection in play were required to extricate Black without loss from the consequences of this venture.

† This was the move to be apprehended. It seems almost to ensure the gain of a Piece, because, if Black retreats his Q., the adverse Q. can check at K. R's 5th, and take the Bishop.

‡ The position is extremely critical, and leads to many striking combinations from this point.

§ It is clear he dared not take the Kt. on account of R. to K. B's sq. or the B., for fear of Kt. to Kt.'s 5th (ch.)

‖ If B. to Q. Kt.'s 5th, Black might safely take the K's Pawn with his Queen.

¶ After this precautionary move there is no longer any danger in his taking the Bishop with his King.

** Taking the Kt. would obviously have cost his Queen.

†† The only move to prolong the game.

33. K. to Q. B's 5th.	33. B. to Q. B's 3rd.
34. P. to K. R's 5th.	34. R. to B's 4th.
35. P. takes K. Kt. P.	35. P. takes P.
36. P. to Q's 4th.*	36. K. to B's 2nd.
37. B. to Q's 2nd.	37. R. to K. B's 7th.
38. B. takes P.	38. R. takes P.
39. B. to Q's 8th.	39. R. to Q. B's 7th (ch.)
40. K. to Q. 6th.	40. R. to K. B's 7th.†
41. P. to Q. Kt.'s 4th.	41. R. to Q. Kt.'s 7th.
42. B. to Q. R's 5th.	42. K. to Kt.'s 2nd.
43. K. to Q. B's 5th.	43. R. to Q. B's 7th (ch.)
44. K. to Q's 6th.	44. R. to Q.' B's 5th.
45. R. to K. Kt.'s 4th.	54. K. to R's 3rd.
46. R. to R's 4th (ch.)	46. K. to Kt.'s 4th.
47. B. checks.	47. K. to B's 4th.

And the game was ultimately won by Black.

Game LXXXVIII.

WITH MR. TUCKETT, ONE OF THE LEADING MEMBERS OF THE ST. GEORGE'S CHESS CLUB.

(In each of these games White's King's Bishop's Pawn must be taken from the board.)

[The Pawn and Two Moves.]

BLACK. (Mr. T.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. P. to K. B's 4th.	3. K. Kt. to B's 3rd.
4. P. to K's 5th.	4. Kt. to his 5th.
5. P. to K. B's 5th.‡	5. B. takes P.
6. P. to K. R's 3rd.	6. K. Kt. to R's 3rd.
7. Q. B. takes Kt.	7. P. takes B.
8. B. to Q's 3rd.	8. Q. B. to Kt.'s 3rd.
9. Q. to K. Kt.'s 4th.	9. K. R. to Kt.'s sq.
10. K. Kt. to B's 3rd.	10. Kt. to Q's 2nd.
11. Kt. to K. R's 4th.	11. P. takes K. P.

* White would have lost a Piece if he had taken the K. Kt. P. (ch.)

† R. to K. R's 7th would have been more decisive, but Black playing thus to exchange his R. for the B. and Pawn, if the former were moved to K. B's 6th.

‡ The sacrifice of this Pawn for the purpose of doubling White's Pawns on the K. R's file is ingenious but hardly sound.

12. Kt. takes B.	12. Kt. to K. B's 3rd.*
13. Q. to K's 6th.	13. P. takes Kt.
14. Q. P. takes P.	14. Q. to her 4th.
15. Q. takes Q.	15. Kt. takes Q.†
16. B. to K's 4th.	16. P. to Q. B's 3rd.
17. Kt. to Q's 2nd.	17. P. to K's 3rd.
18. P. to Q. B's 4th.	18. Kt. to K's 6th.
19. Q. R. to Kt.'s sq.	19. B. to Q. B's 4th.
20. K. to his 2nd.	20. Kt. to K. B's 4th.
21. P. to Q. Kt.'s 4th.	21. B. to Q's 5th.‡
22. K. to B's 3rd.	22. K. to his 2nd.
23. B. takes Kt.	23. K. Kt. P. takes B.
24. K. to B's 4th.	24. R. takes P.
25. Kt. to K. B's 3rd.	25. R. to K's 7th.
26. K. R. to K's sq.	26. B. to K's 6th (ch.)
27. K. to Kt.'s 3rd.	27. Q. R. checks.
28. K. to R's 4th.	28. B. to K. B's 7th (ch.)
29. K. to R's 5th.	29. B. takes R.
30. R. takes B.	30. R. takes R.
31. Kt. takes R.	31. R. to K. Kt.'s 6th.

And White won the game.

Game LXXXIX.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. P. to K. B's 4th.	3. K. Kt. to B's 3rd.
4. B. to Q's 3rd.	4. P. to K's 4th.
5. Q. P. takes P.	5. P. takes P.
6. K. Kt. to B's 3rd.§	6. P. takes P.

* There is something novel and striking also in the opening of this game.

† White has come out of the melée with flying colours, having gained a Pawn and lost nothing in position.

‡ Safer play than checking with the Kt. at Kt.'s 6th, and capturing the Rook.

§ Had he taken the Pawn with Pawn, White might have taken the K. P. with his Kt., relying on the check with his Q. to win a Piece in return if his Kt. were captured.

7.	B. takes P.	7. Kt. to Kt's 5th.
8.	P. to K. R's 3rd.	8. Q. to K. B's 3rd.
9.	B. takes Q. B. P.	9. Q. takes Q. Kt. P.
10.	P. takes Kt.	10. Q. takes R.
11.	B. takes Kt.	11. K. B. checks.*
12.	K. to his 2nd.	12. R. takes B.
13.	B. checks.	13. K. to his 2nd.
14.	Q. to her 5th.	14. Q. to K. B's 3rd.
15.	R. to his 5th.	15. Q. B. to K's 3rd.†
16.	P. to K's 5th.	16. Q. to K. Kt.'s 3rd.
17.	Q. to her 4th.	17. Q. takes doubled K. Kt. P.
18.	Q. takes Q.	18. B. takes Q.
19.	R. to K. Kt.'s 5th.	19. B. takes Kt. (ch.)
20.	P. takes B.	20. P. to K. Kt.'s 3rd.
21.	R. to Kt.'s 4th.	21. B. to Q. R's 4th.
22.	R. to K's 4th.	22. Q. R. to Q's sq.
23.	P. to K's 6th.	23. Q. R. to Q's 4th.
24.	B. to Q. B's 4th.	24. R. to K. R's 4th.
25.	B. to Q. Kt.'s 3rd.	25. K. R. to Q's sq.
26.	R. to K. B's 4th.	26. Q. R. to K. R's 7th (ch.)
27.	K. to his 3rd.	27. B. to Q. Kt.'s 3rd (ch.)

And Black surrendered.

GAME XC.

Between the same players.

[THE PAWN AND TWO MOVES.]

	BLACK. (Mr. T.)	WHITE. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. P. to Q's 3rd.
3.	Q. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4.	B. to Q. B's 4th.	4. P. to K's 3rd.
5.	K. Kt. to R's 3rd.	5. P. to K's 4th.
6.	K. Kt. to his 5th.	6. Kt. to K. R's 3rd.
7.	Kt. to K's 6th.	7. B. takes Kt.
8.	B. takes B.	8. Kt. takes Q. P.
9.	B. to Q. B's 4th.‡	9. P. to K. Kt.'s 3rd.

* This is much superior to taking the Bishop first, as it forces the adverse King to move, and at the same time enables White to bring the B. into play before the threatened check of Black's K. Bishop.

† A better move than taking the doubled K. Kt. Pawn.

‡ If he had taken off the K. Kt., White would have captured the K's.

10. P. to K. R's 4th.	10. Q. to her 2nd.
11. B. to K. Kt.'s 5th.	11. P. to Q. B's 3rd.*
12. Q. to her 2nd.	12. Kt. to K. B's 2nd.
13. B. to K. B's 6th.	13. K. R. to K. Kt.'s sq.
14. B. takes Kt. (ch.)	14. Q. takes B.
15. B. to K. Kt.'s 5th.	15. P. to K. R's 3rd.
16. B. to K's 3rd.†	16. Kt. to K's 3rd.
17. B. takes K. R. P.	17. B. takes B.
18. Q. takes B.	18. Castle on Q's side.
19. Q. to K's 3rd.	19. K. to Q. Kt.'s sq.
20. Castles on Q's side.	20. K. R. to K. B's sq.
21. Q. R. to Q's 2nd.	21. K. to R's sq.‡
22. K. R. to Q's sq.	22. Kt. to Q's 5th.
23. K. to Kt.'s sq.	23. Q. to K. B's 3rd.
24. Kt. to K's 2nd.	24. Kt. takes Kt.
25. Q. takes Kt.	25. Q. takes K. R. P.
26. R. takes Q. P.	26. R. takes R.
27. R. takes R.	27. R. takes K. B. P.§
28. Q. to her sq.‖	28. P. to Q. R's 3rd.
29. R. takes K. Kt. P.	29. Q. takes K. P.
30. R. to K. Kt.'s 8th (ch.)	30. K. to R's 2nd.
31. P. to K. Kt.'s 4th.	31. Q. to her B's 5th.

And after a few moves Black resigned.

Game XCI.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to Q. B's 3rd.
4. P. to K. B's 4th.	4. Q. B. to K's 3rd.

not the Q's. B., a move Black evidently overlooked when he exchanged Pieces, and gave up his Q. Pawn.

* This was indispensably necessary, to prevent the BlackKt.'s march to the Q's 5th.

† He dared not take the R. P. at this moment, on account of White's threatened check at Q. B's 7th, after the exchange of Bishops.

‡ Preparatory to advancing the Pawns on this side.

§ This move wins the game.

‖ He could neither take the adverse Rook nor check with his own, without losing the game.

5.	P. to K. B's 5th.	5. B. to K. B's 2nd.
6.	B. to K's 2nd.	6. Q. to her B's 2nd.
7.	Q. to her 3rd.	7. Q. Kt. to Q's 2nd.
8.	Q. B. to K's 3rd.	8. P. to K's 3rd.
9.	P. takes P.	9. B. takes P.
10.	K. Kt. to B's 3rd.	10. P. to K. R's 3rd.
11.	K's Kt. to R's 4th.	11. B. to K. B's 2nd.
12.	K. B. to K. Kt.'s 4th.	12. Castles.
13.	K. B. to his 5th.	13. K. Kt. to B's 3rd.
14.	K. R. to K. B's sq.	14. P. to K. Kt.'s 4th.*
15.	B. takes Q. Kt. (ch.)	15. Q. R. takes B.
16.	R. takes Kt.	16. P. takes Kt.
17.	Q. to K. B's sq.	17. K. B. to K. Kt.'s 2nd.
18.	R. to K. B's 4th.	18. K. R. to K. B's sq.
19.	Q. to K. B's 3rd.	19. Q. to her R's 4th.
20.	R. to K. B's 5th.	20. P. to Q. B's 4th.
21.	Q. to K. Kt.'s 4th.†	21. Q. to her Kt.'s 5th.
22.	Castles.‡	22. B. takes Q. P.
23.	B. takes B.	23. P. takes B.
24.	Kt. to Q's 5th.	24. Q. to her R's 5th.§
25.	R. takes B.	25. K. R. takes R.
26.	Q. to K. Kt.'s 8th (ch.)	26. Q. R. to Q's sq.
27.	Q. takes K. R.	

And after a few more unavailing efforts, White surrendered.

Game XCII.

Between the same players.

[The Pawn and Two Moves.]

	Black. (Mr. T.)	White. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. P. to K's 3rd.
3.	K. B. to Q's 3rd.	3. P. to Q. B's 4th.

* King to Q. Kt.'s sq., would, perhaps, have been better play.

† An excellent move.

‡ If Black had incautiously seized the proffered Bishop, his opponent, by first attacking the Queen with his K. R., and then taking the Q. Kt. P., would have recovered his lost Piece, and perhaps have retrieved the game. The position is highly instructive at this point.

§ The Knight's last move rendered White's position hopeless. If now he had pushed the R. P. on the Queen, Black might have left her *en prise*, and taken the Bishop with his Rook, equally secure of gaining a Piece.

4.	P. to K's 5th.	4.	K. Kt. to K's 2nd.
5.	P. to Q. B's 3rd.	5.	P. takes P.
6.	P. takes P.	6.	Q. Kt. to B's 3rd.
7.	K. Kt. to B's 3rd.	7.	Q. Kt. to his 5th.
8.	Q. Kt. to B's 3rd.	8.	Kt. takes B. (ch.)
9.	Q. takes Kt.	9.	K. Kt. to K. B's 4th.
10.	Q. to K's 4th.	10.	P. to Q's 4th.
11.	K. P. takes P. *en passant.*	11.	K. B. takes P.
12.	K. Kt. to his 5th.*	12.	Q. to K. B's 3rd.
13.	Q. Kt. to his 5th.	13.	K. B. checks.
14.	K. to Q's sq.	14.	Castles.
15.	P. to K. Kt.'s 4th.	15.	P. to K. R's 3rd.
16.	P. to K. R's 4th.	16.	P. takes Kt.
17.	P. takes P.	17.	Q. to K. Kt.'s 3rd.
18.	P. takes Kt.	18.	Q. takes P. at K. B's 4th.
19.	Q. takes Q.†	19.	R. takes Q.
20.	Kt. to Q. B's 7th.	20.	Q. R. to Kt.'s sq.
21.	P. to K. B's 4th.	21.	Q. B. to Q's 2nd.‡
22.	P. to Q. R's 4th.	22.	P. to Q. R's 3rd.
23.	P. to Q's 5th.§	23.	P. takes P.
24.	B. to K's 3rd.	24.	K. B. to Q. R's 4th.
25.	K. R. to his 4th.	25.	B. takes Kt.
26.	K. to Q's 2nd.	26.	K. B. to Q. R's 4th (ch.)
27.	K. to Q's 3rd.	27.	P. to Q. Kt.'s 4th.
28.	P. to K. Kt.'s 6th.	28.	Q. R. to Q. B's sq.
29.	B. to Q's 4th.	29.	K. B. to Q's sq.
30.	K. R. to his 7th.	30.	K. B. to his 3rd.
31.	Q. R. to K. R's sq.	31.	K. to B's sq.

And after a few more moves, Black surrendered.

GAME XCIII.

Between the same players.

[THE PAWN AND TWO MOVES,]

BLACK. (Mr. T.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.

* Q. P. to Q's 5th would have been good play also.

† He appears to have had no better move.

‡ To prevent the escape of the Kt.

§ His only chance, we believe, and that a very poor one, of saving the Kt. was to play the B. to Q's 2nd, and then, if the Bishops were exchanged, to move Q. R. to Q. B's sq.

3.	K. Kt. to B's 3rd.	3. P. to Q's 4th.
4.	P. takes P.	4. Q. takes P.
5.	Q. Kt. to B's 3rd.	5. Q. to her sq.
6.	P. to Q's 5th.	6. Q. Kt. to his sq.
7.	K. B. to Q. B's 4th.	7. Q. B. to K. Kt.'s 5th.
8.	Q. B. to K. B's 4th.*	8. K. Kt. to B's 3rd.
9.	P. to K. R's 3rd.	9. B. to K. R's 4th.
10.	Q. to K's 2nd.	10. P. to Q. R's 3rd.
11.	Q. R. to Q's sq.	11. Q. Kt. to Q's 2nd.
12.	P. to Q's 6th.	12. P. to Q. B's 3rd.
13.	P. takes K. P.	13. Q. takes P.
14.	Castles.	14. Q. takes Q.
15.	B. takes Q.	15. Castles.
16.	K. Kt. to his 5th.	16. B. takes B.
17.	Kt. takes B.	17. Q. R. to K's sq.
18.	Q. Kt. to Q's 4th.	18. P. to K. R's 3rd.
19.	K. Kt. to K. B's 7th.	19. K. R. to Kt.'s sq.
20.	Q. Kt. to K. B's 5th.	20. K. Kt. to K's 5th.
21.	P. to K. B's 3rd.	21. K. B. to Q. B's 4th (ch.)
22.	K. to R's 2nd.	22. K. R. to K. B's sq
23.	P. takes Kt.	23. R. takes Kt.
24.	B. to Q's 6th.†	24. P. to K. Kt.'s 3rd.
25.	B. takes B.	25. P. takes Kt.
26.	B. to K's 3rd.	26. P. to K. R's 4th.
27.	Q. R. to Q's 4th.	27. Kt. to Q. B's 4th.
28.	Q. R. to Q's 6th.‡	28. Kt. takes K. P.
29.	Q. R. to K. R's 6th.	29. Kt. to K. Kt.'s 6th.
30.	K. R. to B's 3rd.	30. Q. R. takes B.
31.	K. R. takes Kt.§	31. Q. R. to K's 7th.
32.	Q. R. takes K. R. P.	32. P. to K. B's 5th.
33.	K. R. checks.	33. K. to Q. B's 2nd.
34.	K. to Kt.'s sq.‖	34. Q. R. takes Q. B. P.

* Mr. Tuckett opens the present game with remarkable force and spirit. His own men are rapidly brought into action, and every move serves still more to prevent the development of his adversary's.

† This looks a good move, and seems to ensure the winning an "exchange," but White's counter play shows that, in reality, it costs Black a Pawn at least.

‡ Finding it hopeless to maintain his K. P., he aims at winning the adverse K. R. P. in return for it.

§ If he had taken the Rook, White would obviously have gained a clear Piece by Kt. to K. B's 8th (ch.)

‖ To prevent the threatened advance of the K. B. P.

35. P. to Q. R's 4th.	35. Q. R. takes Q. Kt. P.
36. P. to Q. R's 5th.	36. Q. R. to Q. Kt.'s 4th.
37. K. R. to K. Kt.'s 5th.	37. P. to Q. Kt.'s 3rd
38. P. takes P. (ch.)	38. K. takes P.
39. K. to B's 2nd.	39. P. to Q. R's 4th.
40. K. to his 2nd.	40. P. to Q. R's 5th.
41. R. takes R. (ch.)	41. P. takes R.
42. K. to Q's 2nd.	42. R. to K. Kt.'s 2nd.
43. K. to Q. B's 3rd.	43. R. to K. Kt.'s 6th (ch.)

And Black abandoned the game.

Game XCIV.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. Kt. takes P.
5. P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7. Q. to her 4th.*	7. P. to Q. B's 3rd.
8. Q. B. to K's 3rd.	8. P. to Q. Kt.'s 4th.
9. K. B. to Q. Kt.'s 3rd.†	9. P. to Q. R's 4th.
10. P. to Q. R's 3rd.	10. P. to Q's 3rd.
11. P. to K. B's 5th.	11. Q. Kt. to K's 4th.
12. P. to K. R's 3rd.‡	12. Q. B. to Q's 2nd.§
13. Q. to her 2nd.	13. K. Kt. to B's 2nd.

* This is a troublesome move to the second player, as it prevents his playing out the King's Bishop for same time.

† He would have obtained an embarrassing attack by sacrificing his Kt. at this juncture, for suppose,

White.	Black.
9. Q. Kt. takes P.	9. P. takes Kt.
10. K. B. to Q's 5th.	If 10. Q. R. to Kt.'s sq.
11. Q. takes Q. R. P.	

Having three Pawns for his Knight and a good attacking position.

‡ If he had taken the Kt. with his Q. B., White, of course, would have checked with his Q. at K. R's 5th, and then have retaken the Bishop with her.

§ Preparatory to advancing the Q. B. P. on the Q., and then on the K. B., to shut him out of play for a time.

14. B. takes Kt. (ch.)	14. K. takes B.
15. P. to Q. Kt.'s 3rd.	15. K. B. to K's 2nd.
16. B. to K. B's 4th.	16. K. R. to K's sq.
17. B. takes Kt.	17. P. takes B.
18. K. Kt. to B's 3rd.	18. K. B. to Q. B's 4th.
19. Q. Kt. to K's 2nd.	19. Q. to K's 2nd.
20. P. to Q. R's 4th.*	20. Q. R. to Q's sq.
21. Q. to K. Kt.'s 5th.	21. Q. to K. B's sq.
22. Q. R. to Q's sq.	22. P. takes P.
23. P. takes P.	23. K. to Kt.'s sq.
24. P. to K. Kt.'s 4th.	24. K. B. to Q. Kt.'s 3rd †
25. P. to Q. B's 3rd.	25. Q. B. to his sq.
26. R. takes R.	26. R. takes R.
27. P. to K. B's 6th.‡	27. Q. takes P.
28. Q. takes Q.	28. P. takes Q.
29. Q. Kt. to Q. B's sq.	29. Q. B. to Q. R's 3rd.
30. K. R. to his 2nd.	30. Q. B. to Q's 6th.
31. K. Kt. to Q's 2nd.	31. K. B. to K's 6th.
32. Q. Kt. takes Q. B.	32. R. takes Kt.
33. P. to Q. B's 4th.	33. K. B. to his 5th.
34. R. to K. Kt.'s 2nd.	34. R. takes K. R. P.
35. K. to Q's sq.	35. R. to Q. B's 6th.
36. K. to his 2nd.	36. B. takes Kt.
37. K. takes B.	37. R. takes Q. B. P.
38. K. to Q's 3rd.	38. R. to Q's 5th (ch.)
39. K. to his 3rd.	39. R. takes Q. R. P.
40. R. to Q. B's 2nd.	40. R. to Q. R's 6th (ch.)
41. K. to B's 2nd.	41. P. to Q. R's 5th.

Winning without difficulty.

* If he had seized the King's Pawn, which White purposely left open to him, its capture would have proved ruinous to his game, for example.

20. Kt. takes K. P. (ch.)	20. Q. takes Kt.
21. Q. takes Q. B. (ch.)	21. K. R. to K's 2nd.
22. Q. to her sq. (best)	22. Q. takes K. P.

And has a winning position.

† With the view to play his Q. to her Kt.'s 5th, checking, and win the K. P.

‡ His only move, apparently, to prevent the adverse Q. from going to her 3rd. He would evidently have lost his Kt. by taking the K. P.

Game XCV.

Between the same players.

[The Pawn and Two Moves.]

	Black. (Mr. T.)	White. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3.	Q. Kt. to B's 3rd.	3. P. to K's 4th.
4.	P. to Q's 5th.	4. Q. Kt. to K's 2nd.
5.	Q. B. to K. Kt.'s 5th.	5. P. to Q's 3rd.
6.	P. to K. R's 4th.	6. P. to K. R's 3rd.
7.	B. to K's 3rd.	7. K. Kt. to B's 3rd.
8.	K. B. to K's 2nd.	8. P. to Q. B's 3rd.
9.	P. takes P.	9. P. takes P.
10.	P. to K. B's 4th.	10. Q. to her B's 2nd.
11.	P. takes K. P.	11. P. takes P.
12.	P. to K. R's 5th.*	12. Q. B. to K's 3rd.
13.	Q. B. to his 5th.	13. Q. R. to Q's sq.
14.	K. B. to Q's 3rd.	14. Kt. to Q. B's sq.
15.	B. takes B.	15. K. R. takes B.
16.	Q. to K's 2nd.	16. B. to K. Kt.'s 5th.
17.	Q. to K's 3rd.	17. Kt. takes K. R. P.
18.	K. R. to his 4th.	18. Q. to her 2nd.
19.	P. to K. Kt.'s 3rd.	19. Kt. to Q. Kt.'s 3rd.
20.	P. to Q. R's 4th.	20. Q. to K's 3rd.
21.	P. to Q. R's 5th.	21. Kt. to Q. B's 5th.
22.	B. takes Kt.	22. Q. takes B.†
23.	K. Kt. to K's 2nd.	23. K. R. to B's 6th.
24.	Q. to K. Kt.'s sq.‡	24. K. Kt. to B's 3rd.
25.	P. to Q. R's 6th.	25. Q. R. to Q's 2nd.
26.	Q. R. to his 4th.	26. Q. to K. B's 2nd.
27.	Q. R. to Q. Kt.'s 4th.	27. Q. R. to Q's sq.
28.	R. to Q. Kt.'s 7th.	28. Q. to her B's 5th.
29.	Q. takes Q. R. P.	29. Q. R. to Q's 8th (ch.)§

* To retard the play of the adversary's Q. Kt.

† From this stage to the end, the game abounds with situations of interest and difficulty.

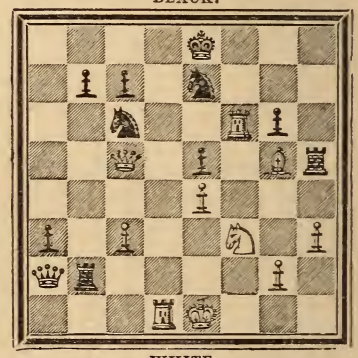
‡ Taking the Q. R. P. would have been very imprudent.

§ The temptation of drawing the game by the sacrifice of his two Rooks, appears to have beguiled White's attention from a plan of operation which we believe would have won the game.

30. Kt. takes R.*	30. K. R. to B's 8th (ch.)
31. K. takes R.	31. Q. takes Kt. (ch.)

The following is the situation of the forces:—

BLACK.



WHITE.

Let us suppose, instead of the move in the text, he had played as follows:—

BLACK.	WHITE.
	29. K. R. takes Q. Kt.
30. Kt. takes R. or (A.)	30. Q. R. to Q's 8th (ch.)
31. K. to B's 2nd (best)	31. Q. to K. B's 8th (ch.)
32. K. to his 3rd.	32. Q. to K. B's 6th.

Mate.

(A.)

	29. K. R. takes Q. Kt.
30. Q. R. to K's 7th (ch.)	30. K. to B's sq.

or (B.)

31. Q. R. to K. B's 7th (ch.)	31. Q. takes R.
32. Q. takes Q. (ch.)	32. K. takes Q.
33. Kt. takes R.	33. R. to Q. R's sq.

And, with a Piece more than Black, must win.

(B.)

	29. K. R. takes Q. Kt.
30. K. R. takes B.	30. R. takes Q. B. P.

winning of course.

* His best move. If he had taken with the King, he would have been mated speedily (*e. g.*):—

30. K. takes R.	30. R. to K. B's 8th (ch.)
31. K. to Q's 2nd.	31. Kt. takes K. P. (ch.)
32. Q. Kt. takes Kt. (best)	32. R. to Q's 8th (ch.)
33. K. takes R. (best)	33. Q. takes K. Kt. (ch.)

And mates next move.

32. K. to Kt.'s sq. 32. Q. takes Kt. (ch.)
And draws the game by perpetual check.

Game XCVI.

Between the same players.

[The Pawn and Two Moves.]

	BLACK. (Mr. T.)	WHITE. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3.	Q. Kt. to B's 3rd.	3. P. to K's 4th.
4.	P. takes P.	4. Kt. takes P.
5.	P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6.	K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7.	K. Kt. to B's 3rd.	7. K. B. to Q. Kt.'s 5th.
8.	Castles.	8. P. to Q. B's 3rd.
9.	Q. Kt. to K's 2nd.	9. Q. to K's 2nd.
10.	Q. to her 3rd.	10. Castles.
11.	Q. Kt. to K. Kt.'s 3rd.	11. P. to Q. R's 4th.
12.	P. to Q. R's 4th.	12. P. to Q. Kt.'s 3rd.
13.	Q. B. to K's 3rd.	13. K. B. to Q. B's 4th.
14.	Q. R. to K's sq.	14. K. to R's sq.
15.	K. to R's sq.	15. Q. R. to Kt.'s sq.
16.	P. to K. R's 3rd.	16. Q. Kt. to Q's 3rd.
17.	K. B. to Q. R's 2nd.*	17. B. takes Q. B.
18.	Q. takes B.	18. P. to Q. Kt.'s 4th.
19.	P. takes P.	19. Q. R. takes P.†
20.	P. to Q. Kt.'s 3rd.	20. Q. R. to Q. Kt.'s 5th.
21.	P. to Q. B's 3rd.	21. Q. R. to Kt.'s sq.
22.	K. Kt. to his 5th.	22. K. Kt. to B's 2nd.
23.	Kt. takes Kt.	23. Q. takes Kt.
24.	K. R. to B's 2nd.‡	24. B. to Q. R's 3rd.
25.	Q. R. to Q's sq.	25. Q. to K's 2nd.
26.	Q. to her B's 5th.	26. Q. to K. R's 5th.§

* White would have gained a Pawn if his Bishop had been taken.

† By taking with the Rook, he compels his adversary either to mask the Bishop or make a still more disadvantageous move.

‡ To enable him to play forward his Q. Kt. Pawn.

§ The following play was tempting, but not good,

	26. Kt. takes K. P.
27. Q. takes Q.	27. Kt. takes R. (ch.)
28. K. to R's 2nd.	28. Kt. takes R., &c.

27. Q. R. takes Kt	27. Q. takes Kt.
28. Q. R. takes Q. P.	28. Q. R. to Q's sq.
29. K. R. to Q's 2nd.	29. B. to K. B's 8th.
30. Q. to K's 7th.	30. Q. R. to K's sq.
31. Q. to her 6th.	31. K. R. takes K. B. P.
32. K. to his Kt.'s sq.*	32. B. takes K. Kt. P.
33. R. takes B.	33. Q. to K's 8th (ch.)
34. K. to R's 2nd.	34. K. R. to K. B's 8th.

And wins.

Game XCVII.

WITH MR. B. GREVILLE, A DISTINGUISHED AMATEUR OF THE ST. GEORGE'S CHESS CLUB.

(Remove White's King's Bishop's Pawn from the board before attempting to play over any one of these games.)

[The Pawn and Two Moves.]

BLACK. (Mr. B. G.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. takes P.	4. Q. to her R's 4th (ch.)
5. Q. Kt. to B's 3rd.	5. Q. takes P.
6. Q. B. to K's 3rd.	6. Q. to her R's 4th.
7. P. to Q. R's 3rd.	7. P. to Q. R's 3rd.
8. K. Kt. to K's 2nd.	8. Q. Kt. to B's 3rd.
9. Castles.	9. K. Kt. to B's 3rd.
10. P. to K. B's 4th.	10. K. Kt. to his 5th.
11. B. to K. B's 2nd.†	11. Kt. takes B.
12. K. takes Kt.‡	12. B. to Q. B's 4th (ch.)
13. K. to Kt.'s 3rd.	13. Q. to her sq.
14. P. to K. R's 3rd.	14. P. to Q. Kt.'s 4th.
15. P. to Q. Kt.'s 4th.	15. K. B. to Q. R's 2nd.
16. P. to K's 5th.	16. Castles.
17. Q. Kt. to K's 4th.	17. Kt. to K's 2nd.
18. Q. Kt. to Q's 6th.	18. Kt. to Q's 4th.
19. R. to K. B's 3rd.	19. B. to K's 6th.

* This appears to have been his best move.

† He evidently cannot safely protect the Bishop, or remove him elsewhere, on account of the adversary's threatened move of B. to Q. B's 4th.

‡ By taking with the Rook, he would have lost it in exchange for a Bishop

20. B. to K's 4th.	20. B. takes K. B. P. (ch.)
21. Kt. takes B.	21. Q. to K. Kt.'s 4th (ch.)
22. K. to R's 2nd.	22. Kt. takes Kt.*
23. R. to K. Kt.'s 3rd.	23. Q. takes K. P.
24. B. takes Q. R.	24. Kt. to K. R's 4th.
25. Q. to her 3rd.†	25. Kt. takes R.
26. Q. takes Kt.	26. Q. takes Q. R.
27. B. to K's 4th.	27. R. to K. B's 8th.
28. Q. to K. Kt.'s 5th.	28. R. to K. B's sq.‡
29. Q. to her B's 5th.	29. Q. to K. B's 3rd.§
30. B. to K. B's 3rd.	30. Q. to her sq.
31. B. to K's 4th.	31. P. to K. Kt.'s 3rd.
32. Q. to her B's 3rd.	32. Q. to K. R's 5th.
33. P. to K. Kt.'s 3rd.	33. Q. to her sq.
34. P. to K. R's 4th.	34. P. to Q. R's 4th.
35. Q. to her 3rd.	35. Q. to her Kt.'s 3rd.
36. K. to R's 3rd.	36. P. takes P.
37. P. takes P.	37. Q. to K. Kt.'s 8th.
38. K. to Kt.'s 4th.	38. Q. to her R's 8th.
39. P. to Q. B's 3rd.	39. Q. to her B's 8th.‖
40. Q. to her 4th.	40. P. to K. R's 4th (ch.)
41. K. to R's 3rd.	41. Q. to K. B's 8th (ch.)
42. B. to K. Kt.'s 2nd	42. Q. to K's 7th.
43. Q. to her B's 5th.	43. B. to Q. R's 3rd.
44. Q. to R's 7th.	44. B. to Q. B's sq.

* Sounder play, we believe, than taking the K. P. with his Queen.

† Black considered this move cost him the game, and the contest was afterwards renewed from the position at move **24**. See the Variations (A.) and (B.) at the end of these notes.

‡ We believe White might safely have carried out his original intention when he moved the R. to B's 8th, and thus have won the Knight (*e.g.*):—

	28. R. to K. R's 8th (ch.)
29. K. to Kt.'s 3rd.	29. Q. to K's 8th (ch.)
30. K. to Kt.'s 4th.	30. Q. to Q's 8th (ch.)
31. K. to R's 4th.	31. Q takes Kt.
32. Q. to Q's 8th (ch.)	32. K. to B's 2nd.
(His best move apparently.)	And wins.

§ It being impossible to save his own Bishop, White plays to win his adversary's, in exchange for it.

‖ These last moves are to prevent Black's drawing the game, by the sacrifice of his Bishop.

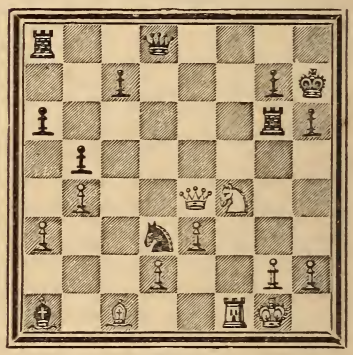
45. Q. to her B's 7th. 45. Q. to K's 4th.

And White eventually won the game.

Variations upon Black's 25th move.

Position of the Pieces.

BLACK.



WHITE.

(A.)

BLACK.	WHITE.
25. Kt. takes B.	25. Kt. takes R.

Threatening mate in two moves.

26. Q. to her 6th (or B.)	26. Kt. to B's 8th (double ch.)
27. K. to Kt. or R's sq.	27. Q. takes Q. R.
28. Kt. to K. Kt.'s 7th (ch.)	28. K. to B's 2nd.
29. Q. takes Q. P.	29. Kt. to Q's 7th (dis. ch.)
30. K. to R's 2nd.	30. Q. to K's 4th (ch.)
31. K. to R's sq. (best)	31. Q. to K's 8th (ch.)
32. K. to R's 2nd.	32. R. takes B.

And wins.

(B.)

26. Kt. to K's 7th (ch.)	26. K. to R's sq.
27. K. to Kt.'s sq.	27. R. takes B. (best)
28. R. to Kt.'s sq.	28. Kt. to K's 7th (ch.)
29. K. to R's sq.	29. Kt. to Q. B's 6th.
30. Q. to K's sq.	30. Q. to K. B's 3rd.
31. R. to Q. Kt.'s 3rd.	31. Kt. to Q. R's 5th.
32. Q. to K's 4th.	32. R. to K. B's sq.

Winning the Kt.

Game XCVIII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B. G.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. takes P.	4. Q. to her R's 4th (ch.)
5. Q. Kt. to B's 3rd.	5. Q. takes P.
6. Q. B. to K's 3rd.	6. Q. to her R's 4th.
7. K. Kt. to K's 2nd.	7. Q. Kt. to B's 3rd.
8. P. to Q. R's 3rd.	8. P. to Q. R's 3rd.
9. Castles.	9. K. Kt. to B's 3rd.
10. P. to K. R's 3rd.	10. K. B. to K's 2nd.
11. P. to Q. Kt.'s 4th.	11. Q. to her B's 2nd.
12. P. to K. B's 4th.	12. P. to Q's 3rd.
13. P. to Q. Kt.'s 5th.*	13. P. takes P.
14. Q. Kt. takes P.	14. Q. to her Kt.'s sq.
15. B. to Q. Kt.'s 6th.†	15. B. to Q's sq.
16. B. takes B.	16. Q. Kt. takes B.
17. K. Kt. to Q. B's 3rd.	17. Castles.
18. B. to Q. B's 4th.	18. Q. Kt. to K. B's 2nd.
19. P. to K. B's 5th.	19. K. R. to K's sq.
20. Q. to her 4th.	20. B. to Q's 2nd.
21. Q. R. to Q's sq.	21. Q. R. to his 3rd.
22. P. takes P.	22. B. takes P.
23. K. Kt. to Q's 5th.	23. B. takes Kt.
24. B. takes B.	24. Kt. takes B.
25. Q. takes Kt.	25. K. R. to K's 2nd.
26. K. R. to B's 3rd.	26. Q. to K's sq.
27. Q. R. to K. B's sq.	27. Q. R. to B's 3rd.
28. R. takes Kt.	28. R. takes R.
29. Kt. takes Q. P.	29. Q. R. takes Kt.
30. Q. takes Q. R.	30. R. takes R. (ch.)
31. K. takes R.	31. Q. takes K. P.
32. Q. to her 8th (ch.)	32. K. to B's 2nd.
33. Q. to her 7th (ch.)	33. K. to B's 3rd.
34. Q. to her 3rd.	34. Q. to K's 2nd.

* This is a good move, and the attack is maintained with remarkable vigour from this point almost to the end of the game.

† Threatening to win the Queen next move.

35. P. to K. Kt.'s 4th.*	35. P. to K. Kt.'s 3rd.
36. K. to B's 2nd.	36. Q. to her B's 4th (ch.)
37. K. to his Kt.'s 2nd.	37. P. to Q. Kt.'s 4th.
38. P. to K. R's 4th.	38. K. to his 4th.†
39. Q. to K. Kt.'s 3rd (ch.)	39. K. to his 3rd.
40. Q. to her Kt.'s 3rd (ch.)	40. K. to his 4th.‡
41. Q. to K. Kt. 3rd (ch.)	41. K. to Q's 5th.
42. Q. to her 3rd (ch.)§	42. K. to his 4th.
43. K. to B's 3rd.	43. Q. to her B's 3rd (ch.)
44. K. to B's 2nd.	44. Q. to K. B's 3rd (ch.)
45. K. to his 2nd.	45. Q. to her B's 3rd.‖
46. Q. to K's 3rd (ch.)	46. Q. to K's 5th.
47. Q. takes Q. (ch.)	47. K. takes Q.
48. P. to Q. B's 4th.¶	48. P. takes P.
49. P. to Q. R's 4th.	49. K. to Q's 5th.
50. P. to Q. R's 5th.	50. K. to Q. B's 4th.
51. P. to Q. R's 6th.	51. K. to Kt.'s 3rd.

And wins, since after taking the Black Pawn the King can return in time to save his own.

Game XCIX.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B. G.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. K. B. to Q's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. P. to K's 4th.
5. P. to Q's 5th.	5. Q. Kt. to K's 2nd.

* Offering to mate with the Queen at K. B's 5th.

† The termination of this game is very instructive. Having a Pawn superiority, Black is unwilling to consent to a drawn battle, and, as commonly happens in end games where the forces are nearly balanced, by attempting to win, he ultimately allows himself to be defeated.

‡ If White had interposed his Q. he would have lost the game, since his adversary, instead of taking her, would have seized the opportunity to play his King over to the Queen's side.

§ Checking at K. B's 2nd, and then exchanging Queens, would have been very bad play.

‖ He would have lost the game by taking the K. R. Pawn.

¶ This was too precipitate, K. to Q's 2nd would have been much better play.

6. P. to K. B's 4th.	6. P. takes P.
7. B. takes P.	7. Q. Kt. to K. Kt.'s 3rd.
8. B. to K's 3rd.	8. K. Kt. to B's 3rd.
9. Q. Kt. to Q's 2nd.	9. B. to K's 2nd.
10. K. Kt. to B's 3rd.	10. K. Kt. to his 5th.
11. Q. B. to Q's 4th.	11. Castles.
12. Q. to her B's 2nd.	12. K. B. to Kt.'s 4th.
13. Castles on Q's side.	13. P. to Q. B's 4th.
14. P. takes P. (*en pass.*)	14. P. takes P.
15. P. to K. R's 3rd.	15. K. Kt. to K's 4th.
16. Kt. takes K. B.	16. Q. takes Kt.
17. K. to Kt.'s sq.	17. B. to K's 3rd.*
18. Q. R. to K's sq.	18. Q. R. to Kt.'s sq.
19. Q. B. to K's 3rd.	19. Q. to K. Kt.'s 6th.
20. Q. R. to K's 2nd.†	20. Kt. takes B.
21. Q. takes Kt.	21. Kt. to K. B's 5th.
22. Kt. to K. B's sq.	22. R. takes Q. Kt. P. (ch.)
23. K. takes R.‡	23. Kt. takes Q. (ch.)
24. K. to B's 2nd.	24. Kt. to Q. Kt.'s 5th (ch.)
25. P. takes Kt.	25. Q. to K's 4th.
26. Kt. to Q's 2nd.	26. Q. to her Kt.'s 4th.
27. Q. R. to K. B's 2nd.	27. Q. to her R's 5th (ch.)
28. K. to Q's 3rd.	28. Q. to R's 3rd (ch.)
29. K. to B's 3rd.	29. Q. to R's 6th (ch.)
30. Kt. to Kt.'s 3rd.	30. R. to Q. Kt.'s sq.
31. K. R. to K. B's sq.	31. Q. takes P. (ch.)
32. K. to Kt.'s 2nd.	32. B. takes Kt.

And White won the game.

* He would have lost his Queen, it is plain, by taking the K. Kt. P.

† Black has now a complex and very difficult game before him.

‡ Taking the R. with R. must have proved equally disastrous, on account of Q. to K's 8th (ch.), followed by Kt. taking Q., &c. And if instead of either, the King had been moved to R's sq., he would have been mated in a few moves, for example,

23. K. to R's sq.	23. Q. to K's 8th (ch.)
24. R. takes Q.	25. R. takes Q. R P. (ch.)

(If the King take the Rook, then the Kt. takes Q. (ch.), &c.)

25. K. to Kt.'s sq.	25. K. R. to Q. Kt.'s sq. (ch.)
26. K. to B's sq.	26. Kt. takes Q. (ch.)
27. K. to Q's sq.	27. B. mates.

Game C.

Between the same players.

[The Pawn and Two Moves.]

BLACK. (Mr. B. G.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. takes P.	4. Q. to R's 4th (ch.)
5. Q. Kt. to B's 3rd.	5. K. B. takes P.
6. K. Kt. to R's 3rd.	6. P. to Q's 3rd.
7. Castles.	7. Q. B. to Q's 2nd.
8. P. to Q. R's 3rd.	8. Q. to her B's 2nd.
9. K. to R's sq.	9. P. to Q. R's 3rd.
10. P. to K. B's 4th.	10. K. Kt. to K's 2nd.
11. P. to K. B's 5th.	11. P. takes P.
12. P. takes P.	12. Q. Kt. to B's 3rd.
13. K. Kt. to his 5th.*	13. Q. Kt. to K's 4th.
14. Q. to K. R's 5th (ch.)	14. P. to K. Kt.'s 3rd.
15. P. takes P.	15. Castles on Q's side.
16. P. to K. Kt.'s 7th.	16. K. R. to K. Kt.'s sq.
17. Q. takes K. R. P.	17. Q. Kt. to K. Kt.'s 5th.
18. P. to K. R's 3rd.	18. Kt. to K. B's 7th (ch.)
19. K. to R's 2nd.	19. P. to Q's 4th (dis. ch.)
20. P. to K. Kt.'s 3rd.	20. K. B. to Q's 5th.
21. Q. to K. R's 4th.	21. Q. to her Kt.'s 3rd.
22. K. Kt. to B's 3rd.	22. B. takes Q. Kt.
23. P. takes B.	23. K. R. takes P.
24. Q. B. to K. Kt.'s 5th.	24. Q. R. to K's sq.
25. Q. B. to K. B's 6th.†	25. Kt. takes K. B.
26. B. takes R.	26. K. Kt. to K. B's 4th.
27. B. to Q's 4th.	27. Q. to her Kt.'s 7th.‡
28. Q. to K. Kt.'s 5th.	28. Q. takes Q. B. P. (ch.)
29. Q. to her 2nd.§	29. R. to K's 7th (ch.)

* Intending, if White Castled, to gain "the exchange," by moving the Kt. to B's 7th, but P. to K. B's 6th, we should think, a much more troublesome move for White to parry.

† Threatening to win a Piece by afterwards playing the B. to Q's 4th.

‡ This move gives White a decisive advantage.

§ He appears to have had no better move, for if the King had been played either to his R's or Kt.'s sq., White, by playing the R. to K's 7th, must have forced the game speedily.

30. K. R. to B's 2nd.	30. Kt. takes R.
31. Q. takes Q.	31. R. takes Q.

And White won the game in a few moves.

Game CI.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B. G.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. P. to K. Kt.'s 3rd.
6. P. to K. R's 4th.	6. K. B. to K. Kt.'s 2nd.
7. P. to K. B's 4th.	7. K. Kt. to R's 3rd.
8. Q. to K. B's 3rd.	8. P. takes P.
9. Q. B. P. takes P.	9. Q. B. to K. Kt.'s 5th.
10. Q. to K. Kt.'s 3rd.	10. Q. Kt. to Q's 2nd.
11. Q. Kt. to B's 3rd.	11. Castles.
12. P. to K. B's 5th.*	12. Q. Kt. to K's 4th.†
13. P. takes P.	13. P. takes P.
14. K. Kt. to K's 2nd.	14. Q. to her Kt.'s 3rd.
15. Q. R. to Q. Kt.'s sq.	15. Q. B. to K. B's 6th.
16. K. B. to Q. B's 2nd.‡	16. Q. B. to K. Kt.'s 5th.
17. Q. B. to K. B's 4th.	17. Q. R. to K's sq.
18. Castles.	18. Q. to her R's 3rd.
19. Q. to K's 3rd.	19. K. Kt. to K. B's 4th.
20. P. takes Kt.§	20. Kt. to K. B.'s 6th (ch.)
21. P. takes Kt.	21. R. takes Q.
22. B. takes R.	22. B. to K. R's 6th.‖
23. R. to K. B's 2nd.	23. B. takes P.

* Threatening to win a Piece by first taking the K. Kt. with his Bishop.

† Preferable much to taking the Pawn; for suppose—

	12. P. takes P.
13. B. takes K. Kt.	13. B. takes B.
14. P. takes P.	

Winning the Q's Bishop in two or three more moves, play as White can.

‡ Taking the proffered Bishop would evidently have been bad play.

§ Forseeing the gain of three Pieces for his Queen.

‖ Better to have taken the doubled Pawn at once.

24. B. takes B.	24. R. takes B.
25. K. Kt. to K. B's 4th.	25. B. to Q's 5th.
26. K. Kt. to Kt.'s 2nd.*	26. K. to B's 2nd.
27. Q. R. to Q's sq.	27. Q. to her B's 5th.
28. B. takes B.	28. P. takes B.
29. Q. Kt. to K's 2nd.	29. P. to Q's 6th.
30. Q. Kt. to Q. B's 3rd.	30. P. to K. Kt.'s 4th
31. P. takes P.	31. R. takes K. Kt. P.
32. K. to B's sq.	32. Q. to her 5th.
33. K. Kt. to K s sq.	33. R. to K's 4th.†
34. K. Kt. takes P.	34. R. to K's 6th.
35. K. Kt. to Q. B's sq.	35. Q. to K. R's sq.
36. K. Kt. to K's 2nd.	36. Q. to K. R's 6th (ch.)
37. K. to Kt.'s sq.	37. R. to K's sq.
38. R. to K. Kt.'s 2nd.	38. K. to his 2nd.
39. R. to K. Kt.'s 3rd.	39. Q. to K. R's 3rd.
40. P. to K. B's 4th.	40. R. to K. R's sq.
41. K. to B's 2nd.	41. Q. to K. R's 7th (ch.)
42. K. to his 3rd.	42. K. to Q's 2nd.
43. Q. R. to K. Kt.'s sq.	43. R. to K's sq. (ch.)
44. K. to Q's 2nd.	44. Q. to K. R's sq.
45. K. R. to Kt.'s 7th (ch.)	45. K. to Q. B's sq.
46. P. to Q. R's 4th.‡	46. P. to Q. R's 3rd.
47. K. to Q's 3rd.	47. K. to Q. Kt.'s sq.
48. Q. Kt. to K's 4th.	48. Q. to K. R's 6th (ch.)
49. Q. R. to Kt.'s 3rd.	49. Q. to K. B's 4th.
50. K. Kt. to Q. B's 3rd.	50. Q. takes K. B. P.
51. R. to K. Kt.'s 8th.	51. Q. to K. B's 8th (ch.)
52. K. to Q's 2nd.	52. R. takes R.
53. R. takes R. (ch.)	53. K. to Q. R's 2nd.

* If he had exchanged Bishops, it would have cost him at least a Piece (*e. g.*):—

26. B. takes B.	26. P. takes B.
27. Q. Kt. to K's 2nd.	27. P. to Q's 6th.
28. K. Kt. takes K. Kt. P. (best)	28. P. takes Q. Kt.
29. Kt. to K's 7th (ch.)	29. K. to R's 2nd.
30. Kt. takes R.	30. Q. to her 6th, &c.

† To win a Piece, if Black ventured to take the Pawn with his Rook.

‡ Had he played Kt. to Q Kt.'s 5th, the obvious move, White could have won the two Knights for his Rook, by R. takes K. Kt. (ch.), and Q. to K's sq. (ch.), &c.

54. K. to Q. B's 2nd.	54. P. to Q. Kt.'s 4th.
55. P. takes P.	55. P. takes P.

The game was prolonged for many moves, but finally terminated in favour of Black.

Game CII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. B. G.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. P. to K. Kt.'s 3rd.
6. P. to K. R's 4th.	6. K. B. to K. Kt.'s 2nd.
7. P. to K. R's 5th.	7. K. Kt. to K's 2nd.
8. Q. Kt. to B's 3rd.	8. P. to K's 4th.
9. Q. B. to K. Kt.'s 5th.	9. Q. Kt. to Q. R's 3rd.
10. P. to K. R's 6th.	10. K. B. to his sq.
11. K. Kt. to R's 3rd.*	11. K. R. to Kt's sq.
12. Q. to her 2nd.	12. Q. Kt. to his 5th.
13. K. B to Q. Kt 's sq.	13. Q. to her R's 4th.
14. Q. Kt. to his 5th.	14. Q. to her Kt.'s 3rd.
15. P. to Q. R's 3rd.	15. Kt. to Q. R's 3rd.
16. P. to Q. R's 4th.	16. Q. Kt. to his 5th.
17. P. to Q. R's 5th.	17. Q. to her sq.
18. Q. B. to K. B's 6th.	18. Q. B. takes K. Kt.
19. R. takes B.	19. Q. to her 2nd.
20. Q. B. to K. Kt.'s 5th.	20. K. Kt. to Q. B's sq.
21. K. R. to K. Kt.'s 3rd.	21. B. to K's 2nd.
22. K. B. to Q. B's 2nd.	22. B. takes Q. B.
23. R. takes B.	23. Kt. takes B. (ch.)
24. Q. takes Kt.	24. P. to Q. R's 3rd.
25. Kt. to Q. B's 3rd.	25. P. to Q. Kt.'s 4th.
26. P. takes P. (in passing)	26. Kt. takes P.
27. P. to Q. Kt.'s 3rd.	27. K. R. to K. B's sq.
28. K. R. to Kt.'s 3rd.	28. K. R. to B's 5th.†
29. K. R. to his 3rd.	29. Q. to K. Kt.'s 5th.

* Purposing to attack the Rook with his Bishop, and then to play thi Kt. to his 5th's sq.

† With the view of playing him to R's 5th, to win a Pawn at least.

30. P. to K. B's 3rd.	30. Q. to Kt.'s 4th.
31. Q. to her 2nd.	31. Q. to K's 2nd.*
32. P. to K. Kt.'s 4th.	32. Q. to her Kt.'s 2nd.
33. Q. to her R's 2nd.	33. K. to his 2nd.
34. K. to his 2nd.	34. Kt. to Q's 2nd.
35. Q. to her B's 2nd.	35. Q. R. to Q. Kt.'s sq.
36. Q. R. to Q. Kt.'s sq.	36. Q. R. to K. B's sq.
37. K. to his 3rd.	37. Q. to her B's sq.†
38. Kt. to K's 2nd.	38. K. R. to K. B's 2nd.
39. P. to K. Kt.'s 5th.	39. K. to his sq.‡
40. K. R. to Kt.'s 3rd.§	40. K. R. to B's 5th.‖
41. Q. R. to K. R's sq.	41. Kt. to Q. Kt.'s 3rd.
42. Q. to her B's 3rd.	42. Q. to her Kt.'s 2nd.
43. K. to Q's 2nd.¶	43. K. R. to K. B's 2nd.
44. Q. R. to Q. Kt.'s sq.	44. Kt. to Q. R's 5th.
45. Q. to her R's 5th.	45.. Kt. to Kt.'s 3rd.
46. Q. to her B's 3rd.	46. Kt. to Q. R's 5th.
47. Q. to her R's 5th.	47. Kt. to Kt.'s 3rd.
48. Q. to her B's 3rd.	48. Kt. to Q's 2nd.
49. K. to Q. B's 2nd.	49. K. to his 2nd.
50. Q. R. to K. B's sq.	50. Q. R. to Q. Kt.'s sq.
51. P. to K. B's 4th.	51. P. takes P.
52. R. takes P.	52. R. takes R.
53. Kt. takes R.	53. R. to K. B's sq.
54. Kt. to K's 6th.**	54. R. to K. B's 7th (ch.)

* This was compulsory. If the Q. had remained, Black must have won a Piece.

† Intending, if an opportunity occurred, to play the Kt. first to K. B's 3rd, and then to K. R's 4th.

‡ That he might play the Kt. to B's 3rd, without its being taken with a check.

§ Black foresees the threatening move of the Kt., and takes his Rook out of danger.

‖ Again endeavouring to place a Rook at K. R's 5th. The young player will readily understand why Black dares not capture the R. with his Kt.

¶ To enable him to take the Rook without his Kt. being taken afterwards by the Pawn, checking.

** Few players would have resisted the temptation to sacrifice the Kt. at this juncture, but the following moves show plainly that it would have been imprudent; for instance,—

BLACK.	WHITE.
54. Kt. takes K. Kt. P. (ch.)	54. P. takes Kt.
55. Q. to K. Kt.'s 7th (ch.)	55. R. to K. B's 2nd.
56. Q. takes P.	56. Kt. to K. B's sq.

55. K. to Q's sq.	55. Kt. to K's 4th.
56. Kt. takes Q. B. P.	56. Q. to her Kt.'s 3rd.
57. Kt. to Q's 3rd.	57. Kt. takes Kt.
58. Q. takes Kt.*	58. Q. to her R's 4th.
59. Q. to her B's 3rd.	59. Q. to her R's 7th.

And Black surrendered.

Game CIII.

WITH MR. HARRWITZ.

(Before playing over any of these games, the reader must remove White's King's Bishop's Pawn from the board.)

[The Pawn and Two Moves.]

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. P. to K. B's 4th.	3. K. Kt. to R's 3rd.
4. K. B. to Q. B's 4th.	4. Q. B. to K. Kt.'s 5th.
5. K. Kt. to B's 3rd.	5. P. to K's 3rd.
6. P. to K. R's 3rd.	6. B. takes Kt.
7. Q. takes B.	7. Q. to K's 2nd.
8. Q. to her Kt.'s 3rd.	8. P. to Q. B's 3rd.
9. B. takes K. P.	9. P. to Q's 4th.
10. P. takes P.	10. Q. B. P. takes P.
11. Q. takes Q. P.	11. Q. Kt. to B's 3rd.
12. P. to Q. B's 3rd.	12. Q. R. to Q's sq.
13. Q. to K. R's 5th (ch.)	13. P. to K. Kt.'s 3rd.
14. Q. to K's 2nd.	14. Q. to K. R's 5th (ch.)
15. Q. to K. B's 2nd.	15. Q. to K. B's 3rd.
16. Castles.	16. Q. Kt. to K's 2nd.†
17. Q. to K's 2nd.	17. R. to Q's 3rd.
18. Q. to Kt.'s 5th (ch.)	18. Q. Kt. to B's 3rd.‡
19. P. to Q's 5th.	19. P. to Q. R's 3rd.
57. Q. to K. R's 5th, or Kt.'s 8th.	57. R. to B's 7th (ch.)
58. K. is moved.	58. Q. to her Kt.'s 5th.

And White must win.

* He might still have given White a good deal of trouble, had he taken the Kt. with his Rook instead of with the Queen.

† He evidently could not take the Bishop, on account of R. to K's sq. by Black next move.

‡ White has not conducted his defence very carefully in this opening, and the result is a serious loss of Pawns and an embarrassed position.

20. Q. to her R's 4th.	20. R. takes B.*
21. P. takes R.	21. K. B. checks.
22. K. to R's sq.	22. K. Kt. to B's 4th.
23. K. to R's 2nd.	23. Q. to K. R's 5th.
24. Q. to her sq.	24. Castles.
25. Q. to her 5th.	25. B. to K's 2nd.
26. Q. to K. B's 3rd.	26. Q. to K. B's 3rd.
27. Kt. to Q's 2nd.	27. Q. takes K. P.
28. Q. to K's 4th.	28. Q. to her 2nd.
29. Kt. to. K. B's 3rd.	29. B. to K. B's 3rd.
30. B. to Q's 2nd.	30. R. to K's sq.
31. Q. to. B's 4th (ch.)	31. K. to Kt.'s 2nd.
32. Q. R. to Q's sq.	32. P. to Q. Kt.'s 4th.
33. Q. to her B's 5th.	33. B. to K's 2nd.
34. Q. to K. B's 2nd.	34. Q. to her 4th.
35. B. to K's 3rd.	35. Q. takes Q. R. P.
36. Kt. to Q's 4th.	36. Q. Kt. takes Kt.
37. B. takes Kt. (ch.)	37. K. to B's 2nd.
38. Q. R. to his sq.	38. Q. to K's 3rd.
39. K. R. to K's sq.	39. Q. to her B's 3rd.
40. Q. to her 2nd.†	40. R. to Q's sq.
41. Q. to K's 2nd.	41. B. to R's 5th.
42. Q. to K's 4th.	42. B. checks.‡
43. K. to Kt.'s sq.	43. Q. to her 3rd.
44. B. to K. B's 2nd.§	44. Q. takes K. B. P.
45. B. takes B.	45. Q. takes Q.
46. R. takes Q.	46. Kt. takes B.
47. R. to K. B's 4th (ch.)	47. K. to Kt.'s 2nd.
48. R. to K. B's 3rd.	48. Kt. to K. B's 4th.
49. Q. R. takes P.	49. R. to Q's 7th.
50. P. to Q. Kt.'s 4th.	50. Kt. to K. R's 5th.
51. R. to K. B's 2nd.	51. R. checks.
52. K. to R's 2nd.	52. R. to Q's 6th.
53. Q. R. to his 7th (ch.)	53. K. to R's 3rd.
54. Q. R. to Q. B's 7th.	54. Kt. to K. B's 4th.

* From this point, notwithstanding the inferiority of force, the game is stubbornly contested on White's side.

† P. to Q. Kt.'s 4th would have been better. Had White then attacked the Q. with his Bishop, Black might have checked with the Q at her R's 2nd, and afterwards have removed his K. Rook.

‡ The position demands the nicest possible manœuvring on both sides.

§ His best move, it would seem.

55. P. to K. Kt.'s 4th.	55. Kt. to K's 6th.
56. K. R. to B's 7th.	56. K. to Kt.'s 4th.
57. Q. R. checks.	57. R. to Q's 4th.*
58. K. R. takes K. R. P.	58. K. to B's 5th.
59. R. takes R.	59. Kt. takes R.
60. R. to Q's 7th.	60. Kt. takes Q. B. P.
61. R. to Q's 4th (ch.)	61. K. to K.'s 4th.
62. R. to Q's 3rd.	62. Kt. to Q's 4th.
63. K. to Kt's 3rd.	63. K. to his 5th.
64. R. to K. B's 3rd.	64. K. to Q's 5th.
65. P. to K. R's 4th.	65. K. to Q. B's 5th.
66. P. to K. R's 5th.	66. P. takes P.
67. P. takes P.	67. K. takes P.
68. R. to K. B's 7th.	

And Black won the game.

Game CIV.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to K. B's 4th.	5. Q. Kt. to R's 3rd.
6. Q. Kt. to B's 3rd.	6. K. Kt. to R's 3rd.
7. P. to Q. R's 3rd.	7. Q. Kt. to Q. B's 2nd.
8. K. B. to Q's 3rd.	8. K. Kt. to K. B's 2nd.
9. K. Kt. to B's 3rd.	9. P. takes P.
10. Q. B. P. takes P.	10. Q. B. to K. Kt.'s 5th.
11. Castles.	11. B. takes Kt.
12. Q. takes B.	12. Q. to K. B's 3rd.†
13. B. checks.	13. Kt. takes B.
14. Kt. takes Kt.	14. Q. to K's 2nd.
15. P. to Q. Kt.'s 4th.	15. P. to Q. R's 3rd.

* Had he moved the King, mate would have followed in three more moves.

† The opening of this game will well repay examination. Black's efforts are all directed to the advancement of his Pawn to K's 5th, while White as strenuously endeavours to prevent it, and the contest for victory on this point is full of instruction to the young player.

16.	Kt. to B's 3rd.	16. P. takes P.
17.	P. takes P.	17. P. to K. Kt.'s 3rd.
18.	B. to Q. Kt.'s 2nd.	18. B. to K. Kt.'s 2nd.
19.	Q. R. to K's sq.	10. Castles on K's side.
20.	Q. to K. Kt.'s 3rd.	20. Q. R. to Q. B's sq.
21.	Q. to her 3rd.	21. Q. to B's 2nd.
22.	Kt. to Q's sq.	22. B. takes B.*
23.	Kt. takes B.	23. Q. to Q. Kt.'s 3rd (ch.)
24.	Q. to K's 3rd.	24. Q. takes Q. Kt. P.†
25.	Kt. to Q's 3rd.	25. Q. to her Kt.'s 4th.
26.	Q. R. to Q. Kt.'s sq.	26. Q. to Q's 2nd.
27.	Q. R. to Q. Kt.'s 6th.	27. K. R. to K's sq.
28.	K. R. to Q. Kt.'s sq.	28. Q. R. to Q. B's 2nd.
29.	Q. to her 4th.	29. K. R. to Q. B's sq.
30.	P. to K. R's 3rd.	30. R. to Q. B's 5th.
31.	Q. to K's 3rd.	31. Q. to K's sq.‡
32.	P. to K's 5th.	32. K. Kt. to R's 3rd.
33.	Q. R. takes Kt. P.	33. Kt. to B's 4th.
34.	Q. to K. B's 2nd.§	34. R. to Q. B's 6th.
35.	P to K. Kt.'s 4th.	35. R. takes Kt.
36.	P. takes Kt.	36. Q. to Q. R's 5th.‖
37.	R. to Q. Kt.'s 8th.¶	37. Q. to K's sq.
38.	Q. to Q. R's 7th.**	38. R. to Q's 8th (ch.)
39.	R. takes R.	39. R. takes R.
40.	P. to K. B's 6th.	40. Q. to K. B's sq.
41.	R. to Q. B's sq.	41. R. to Q. R's sq.
42.	Q. to her 7th.	42. R. to Q's sq.
43.	Q. to K's 6th (ch.)	43. K. to R's sq.

* It would have been better, perhaps, to have checked with the Q., and taken the Q. Kt. P., leaving the Kt. where he is.

† White has now two passed Pawns, and, at least, as good a position as his opponent. With ordinary play the game could hardly have been lost.

‡ Up to this move, White has successfully baffled all his opponent's attempts to play forward the centre P. After this error it can no longer be prevented.

§ If Q. to Q. R's 7th, White's reply would have been R. to Q. R's sq.

‖ Tempting, since it left Black only one safe move; but the best play was P. takes K. B. P., and then, if the Q. checked, Q. to K. Kt.'s 3rd.

¶ The correct move, almost every other would have thrown the advantage into White's hands.

** Some of the concluding moves are capitally played by Black.

44. R. to Q. B's 7th.	44. P. takes P.
45. P. takes P.	45. Q. to Q. Kt.'s 5th.*
46. R. takes K. R. P. (ch.)	46. K. takes R.
47. Q. to K's 7th (ch.)	47. Q. takes. Q.
48. P. takes Q.	

And wins.

Game CV.

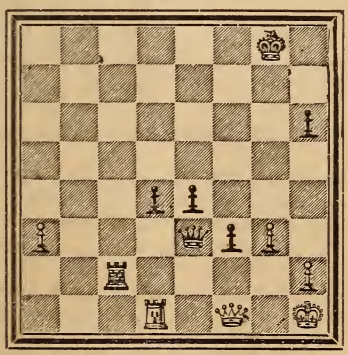
Between the same players.

[The Pawn and Two Moves.]

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to K. B's 4th.	5. P. to K. Kt.'s 3rd.

* Q. to K. R's 3rd affords more promise, but so strong are Black's centre Pawns, that it appears he might still sacrifice his Rook and win. The following is the position:—

BLACK.



WHITE.

Suppose now,

BLACK.	WHITE.
	45. Q. to K. R's 3rd.
46. R. takes K. R. P. (ch.)	46. Q. takes R. (best.)
47. Q. to K's 7th.	47. R. to Q. Kt.'s sq. (best)
48. Q. takes Q. (ch.)	48. K. takes Q.
49. P. to K's 6th.	

Winning easily.

6.	K. Kt. to B's 3rd.	6.	K. B. to Kt.'s 2nd
7.	Q. Kt. to B's 3rd.	7.	K. Kt. to K's 2nd.
8.	K. B. to Q's 3rd.	8.	Q. Kt. to R's 3rd.
9.	Castles.	9.	Castles.
10.	P. to K. R's 3rd.	10.	Q. Kt. to B's 2nd.
11.	Q. to her B's 2nd.	11.	P. to Q. R's 3rd.
12.	P. to Q. R's 4th.	12.	Q. B. to Q's 2nd.*
13.	Q. B. to K's 3rd.†	13.	Q. R. to Q. B's sq.
14.	Q. R. to Q's sq.	14.	K. P. takes P.
15.	Q. B. P. takes P.	15.	Q. Kt. to K's sq.‡
16.	P. to Q. Kt.'s 3rd.	16.	Q. to her R's 4th.
17.	Q. Kt. to K's 2nd.	17.	P. to Q. Kt.'s 4th.§
18.	P. takes P.	18.	P. takes P.
19.	Q. R. to Q. B's sq.	19.	Q. to her R's 6th.‖
20.	K. Kt. to Q's 2nd.	20.	Q. to R's 4th.¶
21.	B. to K. B's 2nd.	21.	Q. Kt. to Q. B's 2nd.
22.	Q. B. to. K. R's 4th.	22.	K. R. to K. B's 2nd.
23.	B. takes Kt.	23.	R. takes B.
24.	K. Kt. to K. B's 3rd.	24.	Q. Kt. to Q. R's 3rd.
25.	K. to R's 2nd.	25.	P. to Q. B's. 5th.**
26.	P. takes P.	26.	P. takes P.
27.	B. takes P.	27.	Q. B. to Q. Kt.'s 4th.
28.	Q. to her Kt.'s 3rd.	28.	Q. B. to Q. R's 5th.
29.	Q. to K's 3rd.	29.	K. B. to Q. Kt.'s 7th.
30.	B. takes Kt.††	30.	B. takes R.

* Too hazardous, as it affords Black a favourable opportunity of playing forward his K's Pawn.

† Threatening to take the Q. B. P., and then play P. to Q's 6th. This is not really so good a move, nevertheless, as P. to K's 5th.

‡ In anticipation of the advance of the K's Pawn.

§ P. to Q. B's 5th looks promising; but it is not so sound as the move made (*e. g.*):—

	17. P. to Q. B's 5th.
18. P. takes P. (best)	18. B. takes Q. R. P.
19. Q. to her R's 2nd.	

Having then time to remove his Q's Rook from the attack of the Bishop.

‖ Threatening to play P. to Q. B's 5th, and thus win one of Black's Bishops.

¶ This was certainly unwise. He should rather have brought up his Q. Kt. to co-operate with the Q., and he would then have had a capital game.

** Here again White plays imprudently. His object is to win the exchange, but for that doubtful advantage he sacrifices his position.

†† He has apparently no better move.

31. R. takes B.	31. R. takes R.
32. Q. takes R.	32. Q. takes B.
33. Q. Kt. to K. Kt.'s 3rd.	33. Q. to her Kt.'s 2nd.
34. P. to K. B's 5th.	34. B. to K's sq.
35. Q. to K. Kt.'s 5th.	35. R. to K. Kt.'s 2nd.
36. P. to K. B's 6th.	36. R. to Q's 2nd.
37. Q. Kt. to K. B's 5th.	37. K. to R's sq.
38. Kt. to K's 7th.	38. Q. to her Kt.'s 7th.*
39. P. to K's 5th.	39. P. takes P.
40. P. to K. B's 7th.	

And wins.

Game CVI.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to K. B's 4th.	5. K. Kt. to R's 3rd.
6. K. Kt. to B's 3rd.	6. Q. Kt. to R's 3rd.
7. Q. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. P. to Q. R's 3rd.	8. Castles.
9. K. B. to Q's 3rd.	9. B. checks.
10. P. to K. Kt.'s 3rd.	10. B. to K's 2nd.
11. P. to K. R's 3rd.	11. K. Kt. to B's 2nd.
12. Q. B. to K's 3rd.	12. Q. Kt. to Q. B's 2nd.
13. Q. to Q. B's 2nd.	13. P. to K's 4th.
14. Castles on Q's side.	14. K. B. to B's 3rd.
15. Q. R. to K. Kt.'s sq.	15. P. to Q. R's 3rd.
16. P. to K. Kt.'s 4th.	16. P. takes K. B. P.
17. B. takes P.	17. K. Kt. to K's 4th.†
18. B. takes Kt.	18. B. takes B.
19. Kt. takes B.	19. Q. to K. Kt.'s 4th (ch.)
20. K. to Kt.'s sq.	20. Q. takes Kt.
21. P. to K. R's 4th.	21. B. to Q's 2nd.

* R. takes Kt., followed by K. to Kt.'s 2nd, would have been better, but it is doubtful if any play could have saved the game at this point.

† This is preferable to taking the Q's Knight.

22.	P. to K. Kt.'s 5th.	22. P. to Q. Kt.'s 4th.*
23.	P. to K. R's 5th.	23. K. R. to B's 6th.
24.	Q. R. to K. Kt.'s 2nd.	24. Q. R. to Q. Kt.'s sq.†
25.	Kt. to K's 2nd.‡	25. P. takes P.
26.	B. takes P.	26. B. to Q. R's 5th.§
27.	Q. to B's sq.	27. K. R. takes Q. R. P.‖
28.	Kt. to K. Kt.'s 3rd.¶	28. K. R. takes Kt.
29.	R. takes R.	29. Q. takes R.
30.	P. to K. Kt.'s 6th.	30. P. to K. R's 3rd.
31.	R. to K. B's sq.	31. Q. to K's 4th.
32.	B. to Q's 3rd.	32. Kt. to Kt.'s 4th.
33.	R. to K. B's 5th.	33. Q. to Q's 5th.
34.	R. to K. B's 3rd.	34. Kt. to B's 6th (ch.)
35.	K. to R's sq.	35. Kt. to Q's 8th.

And Black resigned.

Game CVII.

Between the same players.

[The Pawn and Two Moves.]

	BLACK. (Mr. H.)	WHITE. (Mr. S.)
1.	P. to K's 4th.	1.
2.	P. to Q's 4th.	2. P. to K's 3rd.
3.	P. to Q. B's 4th.	3. P. to Q. B's 4th.
4.	P. to Q's 5th.	4. P. to Q's 3rd.
5.	P. to K. B's 4th.	5. K. Kt. to R's 3rd.
6.	Q. Kt. to B's 3rd.	6. K. Kt. to B's 2nd.
7.	K. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8.	K. B. to Q's 3rd.	8. Q. Kt. to R's 3rd.
9.	Castles.	9. Castles.
10.	P. to Q. R's 3rd.	10. K. B. to his 3rd.

* White has now an excellent game; and the attack already begun by him on the King's quarters, if well sustained, must lead to victory.

† This is far more advantageous than the obvious move of Q. R. to K. B's sq., since he now threatens to gain a Piece immediately by taking the Q. B. P. with Pawn.

‡ Saving the Piece, and, which was important, preventing the White Q. from being played to her 5th.

§ B. to Q. Kt.'s 4th, would perhaps have been still stronger.

‖ Threatening a speedy mate, by Q. takes K. P. (ch.), &c.

¶ The game was not to be retrieved; but it might have been prolonged by Black's playing R. to K. R's 4th, instead of moving the Kt.

11. P. to K's 5th.*	11. K. B. to K's 2nd.†
12. Q. to K's 2nd.‡	12. K. Kt. to R's 3rd.
13. Q. to her B's 2nd.	13. Q. Kt. to Q. B's 2nd.§
14. K. B. takes P. (ch.)	14. K. to R's sq.
15. K. B. to K's 4th.	15. Q. R. to Kt.'s sq.
16. P. to K. R's 3rd.	16. P. to Q. Kt.'s 4th.
17. Q. B. P. takes P.	17. K. P. takes P.
18. Q. Kt. takes P.	18. Kt. takes Kt.
19. B. takes Kt.	19. R. takes Q. Kt. P.‖
20. P. to K. Kt.'s 4th.	20. Q. R. to Kt.'s 3rd.
21. K. B. to Q. R's 2nd.¶	21. Q. P. takes P.
22. K. B. to Q. Kt.'s sq.	22. P. to K. Kt.'s 3rd.
23. P. takes K. P.	23. K. Kt. to his sq.
24. Q. B. to Q's 2nd.	24. Q. B. to Kt.'s 2nd.
25. Q. B. to his 3rd.	25. Q. B. takes Kt.
26. P. to K's 6th (dis. ch.)	26. K. B. interposes.
27. K. R. takes Q. B.	27. K. B. checks.
28. K. to Kt.'s 2nd.	28. R. takes R.
29. K. takes R.**	29. R. takes K. P.
30. K. B. to Q. R's 2nd.	30. Q. checks at Q. R's sq.
31. K. to his Kt.'s 3rd.	31. R. checks at K's 6th.
32. K. to his R's 4th.	32. P. checks.
33. K. takes P.	33. Q. to her sq. (ch.)

And wins.

* Very well played.

† It would have been impolitic to take the K's Pawn; for example:—

	10. Q. P. takes K. P.
11. K. B. P. takes P.	11. B. takes P.
12. Kt. takes B.	12. Kt. takes Kt.
13. B. takes K. R. P. (ch.)	

And then Q. to K. R's 5th, &c.

‡ He ought rather to have advanced the K. B's Pawn.

§ Any attempt to preserve the K. R. P. would have involved him in difficulties.

‖ This was decidedly better than taking the K. P. with Pawn (*e. g.*):—

	18. P. takes K. P.
19. Kt. takes P.	19. Q. B. to K. B's 4th

(If he took the Bishop, Black would win his Q. in two moves.)

20. Q. to her B's 4th.

Having three Pawns more than White.

¶ Preparatory to playing him to Q. Kt.'s sq. P. to K's 6th, however, would have been a better move.

** If he had taken the K. Kt. P., White would have played Q. to K. R's 5th.

Game CVIII.

Between the same players.

[The Pawn and Two Moves.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to K. B's 4th.	5. K. Kt. to R's 3rd.
6. K. Kt. to B's 3rd.	6. K. Kt. to K. B's 2nd.
7. K. B. to Q's 3rd.	7. Q. Kt. to R's 3rd.
8. P. to Q. R's 3rd.	8. K. B. to K's 2nd.
9. Castles.	9. Castles.
10. Q. Kt. to B's 3rd.	10. Q. Kt. to Q. B's 2nd.
11. Q. to Q. B's 2nd.	11. P. to K's 4th.
12. K. B. P. takes P.	12. K. Kt. takes P.
13. K. Kt. takes Kt.	13. R. takes R. (ch.)
14. K. takes R.	14. Q. P. takes Kt.
15. Q. B. to K's 3rd.	15. P. to Q. R's 4th.
16. K. to Kt.'s sq.	16. Q. B. to Q's 2nd.*
17. R. to K. B's sq.	17. R. to Q. R's 3rd.
18. P. to K. R's 3rd.	18. R. to K. Kt.'s 3rd.
19. K. to R's 2nd.	19. Kt. to K's sq.
20. Kt. to K's 2nd.	20. P. to Q. Kt.'s 3rd.†
21. Kt. to K. Kt.'s 3rd.	21. K. B. to Q's 3rd.
22. Kt. to K. B's 5th.	22. K. B. to Q. Kt.'s sq.‡
23. Q. to Q's 2nd.§	23. Kt. to Q's 3rd.
24. K. to R's sq.	24. P. to Q. R's 5th.‖
25. Q. to K. B's 2nd.	25. Q. to K's sq.
26. Q. to K. R's 4th.	26. B. takes Kt.
27. P. takes B.	27. R. to K. B's 3rd.
28. Q. B. to K. Kt.'s 5th.	28. R. to K. B's 2nd.

* Preparatory to playing Q. Rook to his 3rd, a move nhich could not be made before this, as Black would have replied with Kt. to Q. Kt.'s 4th, and thus have doubly attacked the Q. B. Pawn.

† B. to K. R's 5th was a desirable move for White at this point; but he dared not leave the Q. B. P. to be taken.

‡ If he had taken off the Kt., Black would have captured the Bishop with his Rook, bettering his position.

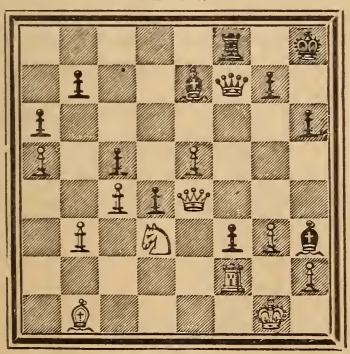
§ With the object of effecting a breach on the Q's side, by throwing forward his Q. Kt. Pawn.

‖ This apparently insignificant move will be found of important consequence towards the end of the battle.

29. P. to K. B's 6th.	29. P. to K. Kt.'s 3rd.
30. Q. B. to K. R's 6th.	30. P. to K's 5th.
31. K. B. to K's 2nd.	31. Q. to K's 4th.
32. Q. to K. B's 2nd.	32. Kt. to K's sq.*
33. Q. to K. B's 4th.	33. R. takes K. B. P.
34. Q. takes Q.	34. R. takes R. (ch.)
35. B. takes R.	35. B. takes Q.
36. Q. B. to Q. B's sq.	36. Kt. to Q's third.
37. P. to K. Kt.'s 4th.	37. K. to B's 2nd.
38. K. to Kt.'s 2nd.	38. K. to B's 3rd.
39. K. to B's 2nd.	39. P. to K. Kt.'s 4th.
40. K. to K's sq.	40. B. to K. B's 5th.
41. B. to Q's 2nd.	41. Kt. to K. B's 2nd.†
42. B. to Q. B's 3rd (ch.)	42. B. to K's 4th.

* White was deterred from winning a Piece, as the following variation shows he had the opportunity of doing, from apprehension of Black's advanced Pawns.

BLACK.



WHITE.

Let us suppose,

BLACK.	WHITE.
	32. Kt. to K. B's 4th.
33. B. to K. B's 4th.	33. Q. takes B.
34. Q. takes Q.	34. B. takes Q.
35. R. takes B.	35. Kt. to Kt.'s 6th (ch.)

Winning the Bishop next move.

† If K. to his 4th, Black would have mated him on the move, by B. to Q. B's 3rd.

43. K. to Q's 2nd.	43. B. to Q's 5th.*
44. K. B. to K's 2nd.	44. Kt. to Q's 3rd.
45. K. to Q. B's 2nd.	45. K. to K's 4th.
46. Q. B. to K's sq.†	46. K. to B's 5th.
47. Q. B. to Q's 2nd (ch.)	47. P. to K's 6th.
48. Q. B. to K's sq.	48. P. to K. R's 3rd.
49. P. to Q. Kt.'s 4th.	49. Q. R. P. takes P. *en passant* (ch.)
50. K. takes P.	50. Kt. to K's 5th.
51. K. to Q. B's 2nd.	51. B. to K's 4th.
52. K. to Q's 3rd.	52. B. to Q. B's 2nd.
53. P. to K. R's 4th.	53. B. to Q's sq.
54. R. P. takes P.	54. B. takes P.
55. P. to Q. R's 4th.	55. Kt. to K. B's 7th (ch.)
56. B. takes Kt.	56. P. takes B.
57. P. to Q's 6th.	57. K. to K's 4th.
58. P. to Q's 7th.	58. K. to K. B's 5th.
59. B. to B's sq.	59. K. to B's 6th.
60. B. to K. R's 3rd.	60. K. to K. Kt.'s 6th.
61. B. to B's sq.	61. K. takes K. Kt. P.
62. K. to K's 2nd.	62. K. to Kt.'s 6th.
63. K. to Q's 3rd.	63. P. to K. R's 4th.
64. K. to K's 4th.	64. P. to K. R's 5th.
65. B. to K's 2nd.	65. P. to K. R's 6th.

And Black resigns.

* The latter portion like the previous part of this game, abounds with instructive situations.

† Threatening to gain a Piece by B. to K. Kt.'s 3rd (ch.)

CHAPTER V.

GAMES PLAYED AT THE ODDS OF THE PAWN AND MOVE.

Game CIX.

WITH MR. TAVERNER, WELL KNOWN IN THE METROPOLITAN CHESS CIRCLES A FEW YEARS SINCE, AS AN ACCOMPLISHED AND ORIGINAL PLAYER.

(In this and the five following games with the same player, White's King's Bishop's Pawn must be removed from the board.)

[The Pawn and Move.]

BLACK. (Mr. T.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. P. takes P.	3. Kt. takes P.
4. P. to K. B's 4th.	4. Q. Kt. to B's 2nd.
5. K. B. to Q. B's 4th.	5. K. Kt. to R's 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to Q. B's 4th.
7. Q. to her 3rd.	7. P. to Q. B's 3rd.
8. B. to K's 3rd.	8. B. takes B.
9. Q. takes B.	9. Castles.
10. B. to Q. Kt.'s 3rd.	10. P. to Q's 4th.
11. P. to K's 5th.	11. K. Kt. to Kt.'s 5th.
12. Q. to Q's 4th.	12. Q. Kt. to K. R's 3rd.
13. P. to Q. B's 4th.	13. Q. Kt. to K. B's 4th.
14. Q. to her 2nd.	14. P. to Q's 5th.
15. P. to Q. B's 5th (dis. ch.)	15. K. to R's sq.
16. Q. Kt. to R's 3rd.	16. P. to Q. Kt.'s 3rd.
17. P. takes P.	17. Q. R. P. takes P.
18. Castles on Q's side.	18. P. to Q. B's 4th.
19. K. Kt. to Kt.'s 5th.	19. Q. R. to his 2nd.
20. Q. Kt. to Kt.'s 5th.	20. Q. R. to K's 2nd.
21. P. to K. R's 3rd.	21. K. Kt. to K's 6th.
22. Q. R. to K's sq.	22. P. to Q. B's 5th.
23. B. to Q. B's 2nd.	23. P. to K. R's 3rd.
24. K. Kt. to K's 4th.	24. B. to Q. Kt.'s 2nd.
25. P. to K. Kt.'s 4th.	25. K. Kt. takes B.*

* B. takes Kt., followed by Kt. to K. Kt.'s 6th, when Black takes the Bishop, will seem preferable to many. Upon well examining the position, however, it will be found that the preservation of White's centre Pawns, is of more importance than any advantage the suggested move affords.

26. P. takes Q. Kt.	26. Kt. takes R.
27. R. takes Kt.	27. B. takes K. Kt.*
28. R. takes B.	28. Q. to her 4th.
29. Kt. to Q's 6th.	29. P. to Q's 6th.
30. R. takes Q. B. P.	30. K. R. to Q's sq.†
31. R. to Q. B's 3rd.	31. R. takes Kt.
32. P. takes R.	32. Q. to K. R's 8th (ch.)
33. Q. to her sq.	33. R. to K's 8th.‡
34. R. takes Q. P.	34. Q. to her B's 3rd (ch.)
35. K. to Q's 2nd.	35. R. takes Q. (ch.)
36. K. takes R.	36. Q. to her R's 5th (ch.)
37. P. to Q. Kt.'s 3rd.	37. Q. to K's 5th.
38. K. to Q. B's 2nd.	38. Q. to her B's 3rd (ch.)
39. K. to Q's 2nd.	39. Q. to her 2nd.
40. P. to Q. R's 4th.	40. K. to Kt.'s sq.
41. P. to Q. Kt.'s 4th.	41. K. to B's 2nd.
42. P. to Q. R's 5th.	42. P. takes P.
43. P. takes P.	43. Q. takes doubled P.
44. P. to Q's 7th.	44. Q. takes Q. R. P. (ch.)
45. K. to his 3rd.	45. Q. to her sq.

And White ultimately won the game.

Game CX.

Between the same players.

[The Pawn and Move.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. P. takes P.
4. P. takes P.	4. K. B. checks.
5. Q. Kt. to B's 3rd.	5. Kt. to K's 2nd.
6. K. B. to Q's 3rd.	6. Castles.
7. K. Kt. to K's 2nd.	7. Q. Kt. to B's 3rd.
8. P. to Q. R's 3rd.	8. B. to Q. R's 4th.
9. Q. B. to K's 3rd.	9. P. to Q. R's 3rd.

* Q. to her R's sq. appears a plausible move, but it is very doubtful if the play in the text is not better.

† Black was evidently unconscious of all the consequences threatened by this move.

‡ This was the main object White had in view, when playing the K. R. to Q's sq., at his 30th move.

10. Castles.	10. P. to Q. Kt.'s 4th.
11. P. to Q. Kt.'s 4th.	11. B. to Q. Kt.'s 3rd.
12. P. to K. B's 4th.	12. P. to Q's 3rd.
13. K. R. to B's 3rd.	13. P. to K's 4th.
14. K. B. P. takes P.	14. R. takes R.
15. P. takes R.	15. Q. P. takes P.
16. Q. B. to K. Kt.'s 5th.	16. Kt. takes Q. P.
17. K. to Kt.'s 2nd.	17. Q. to her 2nd.
18. Kt. takes Kt.	18. B. takes Kt.
19. Q. R. to Q. B's sq.	19. Kt. to K. Kt.'s 3rd.
20. Kt. to Q's 5th.	20. P. to K. R's 3rd.
21. R. takes B. (ch.)	21. R. takes R.
22. Q. to her Kt.'s 3rd.*	22. K. to R's 2nd.
23. B. to Q's 2nd.	23. Q. to K. B's 2nd.
24. P. to K. B's 4th.	24. Kt. to R's 5th (ch.)
25. K. to Kt.'s 3rd.	25. Q. to R's 4th.†
26. B. to Q. Kt.'s sq.	26. R. to Q. B's 6th (ch.)
27. Q. takes R.‡	27. B. takes Q.
28. B. takes B.	28. P. takes P. (ch.)
29. K. to B's 2nd.§	29. Q. to her 8th.

And Black resigned.

Game CXI.

Between the same players.

[The Pawn and Move.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. Q. B. to K. B's 4th.

* Had Black now played his Kt. to Kt.'s 6th, attacking the Queen and Rook, White dared not take it, on account of Black's moving B. to Q. B's 4th (ch.), and thus winning his Q. His proper move would have been Q. to her B's 2nd, by which, at the very least, he must have gained "the exchange."

† Threatening to mate, by first playing Q. to K. B's 6th (ch.), and then B. to B's 7th (ch.)

‡ If he had taken with any other Piece, it is obvious mate would have been given in the way just shown.

§ In taking this Pawn with his King, he would have been mated on the move; and if he had taken it with his Kt., White could have mated him in two moves.

4.	P. to Q. B's 3rd.	4. P. to K's 3rd.
5.	K. B. to Q's 3rd.	5. K. Kt. to K's 2nd.
6.	B. to K. Kt.'s 5th.	6. Q. to her 2nd.
7.	K. Kt. to K's 2nd.	7. P. to K. R's 3rd.
8.	Q. B. to K's 3rd.	8. P. to K. Kt.'s 4th.
9.	K. Kt. to Kt.'s 3rd.	9. Castles on Q's side.
10.	B. takes B.	10. Kt. takes B.
11.	Kt. takes Kt.	11. P. takes Kt.
12.	P. to K. B's 4th.	12. B. to K's 2nd.
13.	P. to K. Kt.'s 3rd.	13. K. R. to K. Kt.'s sq.
14.	K. R. to B's sq.	14. Q. R. to K. B's sq.
15.	Q. to her 3rd.	15. P. takes P.
16.	B. takes P.	16. B. to K. Kt.'s 4th.
17.	Q. Kt. to Q's 2nd.	17. Kt. to Q's sq.
18.	Kt. to Q. Kt.'s 3rd.	18. P. to Q. Kt.'s 3rd.
19.	Castles on Q's side.	19. Kt. to K's 3rd.
20.	Q. R. to Q's 2nd.	20. K. to Kt.'s sq.
21.	Q. R. to K. B's 2nd.	21. B. takes B. (ch.)
22.	P. takes B.	22. K. R. to Kt.'s 5th.
23.	Kt. to Q. R's sq.*	23. P. to Q. B's 4th.
24.	P. to Q. Kt's 3rd.	24. P. to Q. B's 5th.
25.	P. takes P.	25. P. takes P.
26.	Q. to her Kt.'s sq.	26. Q. to her B's 3rd.
27.	Kt. to B's 2nd.	27. R. to Kt.'s 7th.
28.	Kt. to Kt.'s 4th.	28. Q. to her Kt.'s 2nd.
29.	P. to Q's 5th.†	29. R. takes R.
30.	R. takes R.	30. Q. to K. Kt.'s 2nd.
31.	Q. to her B's 2nd.	31. Kt. to Q. B's 4th.‡
32.	Kt. to B's 6th (ch.)	32. K. to Kt.'s 2nd.
33.	R. to K. Kt.'s 2nd.	33. Q. to K. B's 2nd.
34.	P. to K's 6th.	34. Q. to her B's 2nd.
35.	Kt. to K's 5th.	35. R. to Q's sq.
36.	R. to Q's 2nd.	36. Kt. to K's 5th.
37.	R. to Q's 4th.	37. P. to Q. Kt.'s 4th.
38.	P. to Q. R's 4th.	38. R. to K. Kt.'s sq.
39.	K. to Kt.'s 2nd.	39. Q. to her B's 4th.

* The Kt. was comparatively inoperative at his 3rd, and Black retires him only to bring him directly into play.

† From this point to the end, the game never flags in interest.

‡ Nothing would have been gained by now checking with the Q., since the necessity to remove the Kt. would always have enabled Black to play the important move of R. to K. Kt.'s 2nd.

40. Kt. to Q's 7th.	40. Q. to B's 2nd.
41. P. takes P.	41. Q. takes K. B. P.
42. Kt. to B's 5th (ch.)*	42. K. to Kt.'s 3rd.
43. Kt. takes Kt.	43. P. takes Kt.
44. R. takes K. P.	44. Q. to K. B's 8th.
45. R. to K's 2nd.	45. R. to Kt.'s 8th.
46. K. to R's 3rd.	46. Q. to R's 8th (ch.)
47. K. to Kt.'s 4th.	47. Q. to Q. R's 4th (ch.)
48. K. takes P.	48. Q. takes Q. Kt. P. (ch.)
49. K. to Q's 4th.	49. Q. to Q. B's 4th (ch.)
50. K. to his 4th.	

And White resigned.

Game CXII.

Between the same players.

[The Pawn and Move.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. Q. B. to K. B's 4th.
4. P. to Q. B's 3rd.	4. P. to K's 3rd.
5. K. B. to Q's 3rd.	5. K. Kt. to K's 2nd.
6. Q. B. to K. Kt.'s 5th.	6. Q. to her 2nd.
7. K. Kt. to K's 2nd.	7. P. to K. R's 3rd.
8. Q. B. to K's 3rd.	8. Q. B. to K. R's 2nd.
9. B. takes B.	9. R. takes B.
10. Q. to her 3rd.	10. P. to K. Kt.'s 3rd.
11. K. Kt. to Kt.'s 3rd.†	11. K. R. to B's 2nd.
12. Q. Kt. to Q's 2nd.	12. Castles.
13. P. to Q. Kt.'s 4th.	13. K. Kt. to B's 4th.
14. Kt. takes Kt.	14. Kt. P. takes Kt.
15. P. to K. Kt.'s 3rd.	15. P. to K. R's 4th.
16. P. to K. B's 4th.	16. B to K's 2nd.
17. P. to Q. R's 4th.	17. P. to K. R's 5th.
18. B. to K. B's 2nd.	18. R. to K. Kt.'s 2nd.
19. P. to Q. R's 5th.	19. B. takes Q. Kt. P.
20. P. takes B.	20. Kt. takes Q. Kt. P.

* Black plays this game extremely well.

† Intending to play him to K. R's 4th.

21. Q. to her Kt.'s 3rd.	21. Q. to her Kt.'s 4th.
22. Q. R. to his 3rd.	22. Q. to her B's 3rd.*
23. Q. to her B's 3rd.	23. Kt. to B's 7th (ch.)
24. K. to Q's sq.	24. Kt. takes R.
25. Q. takes Kt.	25. K. to Kt.'s sq.
26. P. takes K. R. P.	26. K. R. to K. Kt.'s 7th.
27. B. to Kt.'s 3rd.	27. Q. to Kt.'s 4th.
28. R. to K's sq.	28. P. to Q. R's 3rd.
29. R. to K's 3rd.	29. Q. R. to Q. B's sq.†
30. K. to Q. B's 2nd.	30. Q. to B's 5th (ch.)
31. Q. to B's 3rd.	31. Q. to R's 7th (ch.)
32. K. to Q's 3rd.	

And White gave mate in two moves.

Game CXIII.

Between the same players.

[The Pawn and Move.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 4th.
3. Q. to K. R's 5th (ch.)	3. P. to K. Kt.'s 3rd.
4. Q. to K's 5th.	4. K. Kt. to B's 3rd.
5. Q. B. to K. Kt.'s 5th.	5. B. to K's 2nd.
6. P. to Q's 5th.	6. P. to Q's 3rd.
7. K. B. checks.	7. K. to his B's 2nd.
8. Q. to K. B's 4th.	8. P. to K's 4th.
9. Q. to K's 3rd.	9. P. to Q. R's 3rd.‡
10. Q. B. takes Kt.	10. B. takes B.
11. K. B. to K's 2nd.	11. K. R. to K. B's sq.
12. K. Kt. to B's 3rd.	12. K. to Kt.'s 2nd.
13. P. to K. R's 4th.	13. Q. B. to K. Kt.'s 5th.
14. K. Kt. to his 5th.§	14. B. takes Kt.
15. P. takes B.	15. B. takes B.

* Promising, if the Kt. were taken, to check at her B's 8th, and win the K. R. in return.

† This was an important preparative to the advance of his Q. B's Pawn.

‡ He could have won the Q's P. now, but feared by taking it to give the Black K's Bishop a dangerous opening on the King.

§ Black prosecutes this attack very spiritedly.

16. K. takes B.	16. R. to K. B's 5th.
17. Kt. to Q. 2nd.*	17. Q. takes P.
18. Kt. to K. B's 3rd.	18. Q. to K's 2nd.
19. P. to K. Kt.'s 3rd.	19. R. to K. Kt.'s 5th.
20. R. to K. R's 6th.	20. Q. Kt. to Q's 2nd.
21. Q. R. to K. R's sq.	21. Q. R. to K. R's sq.†
22. K. R. to his 4th.	22. Kt. to B's 3rd.
23. Q. to R's 6th (ch.)	23. K. to Kt.'s sq.
24. Kt. to K. Kt.'s 5th.	24. Q. to K. Kt.'s 2nd.‡
25. Q. takes Q. (ch.)	25. K. takes Q.
26. R. takes R.	26. Kt. takes R.
27. Kt. to K's 6th (ch.)	27. K. to B's 2nd.
28. P. to K. B's 3rd.	28. Kt. to B's 3rd.
29. P. to K. Kt.'s 4th.	29. P. to K. R's 4th.
30. P. to K. Kt.'s 5th.	30. Kt. to Q's 2nd.
31. R. to K. R's 4th.	31. K. to his 2nd.
32. P. to K. B's 4th.	32. P. takes P.
33. Kt. takes K. B. P.	33. Kt. to K's 4th.
34. Kt. to Q's 3rd.	34. Kt. takes Kt.
35. P. takes Kt.	35. R. to K. B's sq.§
36. P. to Q. R's 3rd.	36. P. to Q. Kt.'s 4th.
37. P. to Q. Kt.'s 4th.	37. P. takes P.
38. P. takes P.	38. K. to Q's 2nd.
39. P. to Q's 4th.	39. K. to Q. B's 2nd.
40. K. to his 3rd.	40. R. to K. B's 8th.
41. R. to K. R's 2nd.	41. R. to K's 8th (ch.)
42. R. to K's 2nd.	42. R. takes R. (ch.)‖
43. K. takes R.	43. P. to K. R's 5th ¶
44. P. to K's 5th.	44. P. to K. R's 6th.
45. K. to K. B's 2nd.	45. P. to K. R's 7th.

* If P. to K. Kt.'s 3rd, White could have played the R. as he wished to K. Kt.'s 5th.

† This is a somewhat ignoble mode of defence, but it is the best at White's command.

‡ By thus compelling an exchange of Queens, White relieves himself from all his difficulties.

§ An all-important file to get possession of at this point.

‖ R. to Q. Kt.'s 8th would have been still stronger probably.

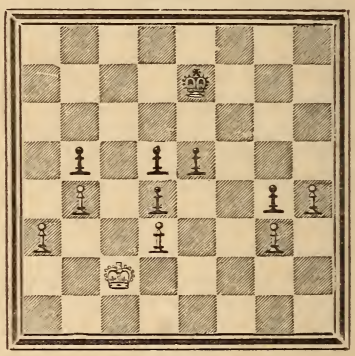
¶ This is a position of singular interest to the lovers of Pawn play. At the first view the advantage seems to be with White, but a careful analysis of the many variations which arise will show, we believe, that with the best play on both sides, the result must be a drawn game.

46. K. to Kt.'s 2nd.	46. P. to R's 8th becoming a Queen (ch.)*
47. K. takes Q.	47. P. to Q. R's 4th.
48. Q. Kt. P. takes P.	48. P. to Kt.'s 5th.
49. P. to R's 6th.	49. P. to Kt's 6th.
50. P. to R's 7th.†	50. K. to Q. Kt's 2nd.
51. P. takes Q. P.	51. P. to Kt.'s 7th.

Black resigned.

Subjoined is a diagram of the situation, which we commend to the attention of the studious.

BLACK.



WHITE.

* It was advisable to force the King down to the last line, that White might gain a move by checking when he "Queened" his Pawn.

† If he had taken the Q's Pawn with Pawn, it is not easy to see how White could have won; for suppose:—

BLACK.	WHITE.
50. P. takes P. (ch.)	50. K. takes P. or (A.)

(If he go to Kt.'s sq., to Kt's 3rd, to Q's sq., or to Q. B's sq., Black could win the game.)

51. P. to K. R's 7th.	51. P. to Q. Kt.'s 7th.
52. P. "Queens."	52. P. "Queens," (ch.)

Neither party can win.

(A.)

	50. K. to Q's 2nd.
51. P. to R's 7th.	51. P. to Kt.'s 7th.
52. P. "Queens."	52. P. "Queens" (ch.)

And the game should be drawn.

Game CXIV.

Between the same players.

[The Pawn and Move.]

Black. (Mr. T.)	White. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. B. to K. B's 4th.
4. K. Kt. to B's 3rd.	4. P. to K's 3rd.
5. Q. B. to K's 3rd.	5. Q. Kt. to his 5th.
6. Q. Kt. to R's 3rd.	6. Q. Kt. to B's 3rd.
7. B. to Q's 3rd.	7. K. B. takes Kt.
8. P. takes B.	8. K. Kt. to K's 2nd.
9. Q. B. to K. Kt.'s 5th.	9. Castles.
10. B. takes B.	10. R. takes B.
11. Castles.	11. Q. to her 2nd.
12. B. to K's 3rd.	12. Q. R. to K. B's sq.
13. Kt. to K. R's 4th.	13. K. R. to K. B's 2nd.
14. Q. to her 2nd.	14. P. to Q. Kt.'s 3rd.
15. Q. to her 3rd.	15. Q. Kt. to R's 4th.
16. Q. R. to K's sq.	16. Q. Kt. to B's 5th.
17. B. to B's sq.	17. P. to Q. B's 4th.
18. P. to Q. B's 3rd.	18. Q. to her R's 5th.
19. P. to K. B's 4th.	19. Q. Kt. takes Q. R. P.
20. P. to K. Kt.'s 4th.	20. Q. B. P. takes P.
21. P. takes P.	21. Q. Kt. to Q. B's 7th
22. Q. R. to Q's sq.	22. K. Kt. to Q. B's 3rd.
23. Kt. to K. B's 3rd.	23. Q. Kt. to his 5th.*
24. Q. to Q. Kt.'s 3rd.	24. Q. takes Q. R. P.
25. Q. takes Q.	25. Q. Kt. takes Q.
26. B. to Q. R's 3rd.	26. Q. Kt. to his 5th.
27. P. to K. B's 5th.	27. P. takes P.
28. Kt. to K. Kt.'s 5th.	28. P. takes P.†

* He might also have taken the K. B. P. with good effect, in which case the following moves would probably have occurred.

	23. R. takes K. B. P.
24. B. takes R.	24. R. takes B.
25. Q. to her Kt.'s 3.	25. Q. Kt. takes Q. P.
26. Q. takes Q.	26. Kt. takes Kt. (ch.)
27. R. takes Kt.	27. R. takes Q.

And as he must win another Pawn, having six Pawns to three, White has a decided advantage.

† This looks bold, but is quite safe.

29. Kt. takes R.	29. R. takes Kt.
30. R. takes R.*	30. K. takes R.
31. K. to Kt.'s 2nd.	31. P. to Q. R's 4th.
32. K. to Kt.'s 3rd.	32. P. to K. R's 4th.
33. R. to K. B's sq. (ch.)	33. K. to his 3rd.
34. R. to K. B's 4th.	34. Q. Kt. to Q's 6th.
35. R. to K. B's sq.	35. K. Kt. takes Q. P.
36. K. to R's 4th.	36. Q. Kt. takes K. P.
37. K. takes R. P.	37. P. to Q. Kt.'s 4th.
38. K. to R's 4th.	38. K. Kt. to K. B's 4th (ch.)
39. K. to Kt.'s 5th.	39. P. to K. Kt.'s 3rd.
40. R. to K's sq.	40. P. to Q's 5th.
41. B. to Q. Kt.'s 2nd.	41. K. to Q.'s 4th.
42. R. to Q. R's sq.	42. P. to Q. R's 5th.
43. R. to Q. Kt.s sq.	43. Q. Kt. to Q's 6th.
44. B. to Q. R's 3rd.	44. K. to Q. B's 5th.
45. K. takes P. at his Kt.'s 4th.	45. P. to Q. Kt.'s 5th.
46. B. takes P.	46. Kt. takes B.
47. K. to Kt.'s 5th.	47. Kt. to K's 2nd.
48. K. to B's 6th.	48. Kt. from Q. Kt.'s 5th to Q's 4th (ch.)
49. K. to his 6th.	49. P. to Q. R's 6th.
50. R. to K. Kt.'s sq.	50. P. to Q. R's 7th.
51. P. to K. R's 4th.	51. P. to Q's 6th.
52. K. to his 5th.	52. P. to Q's 7th.
53. K. to his 4th.	53. K. to Q. B's 6th.
54. K. to his B's 3rd.	54. K. to B's 7th.

Black resigned.

Game CXV.

WITH MR. MONGREDIEN.

(In this and the next game remove Black's King's Bishop's Pawn from the board.)

[The Pawn and Move.]

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q. B's 3rd.	2. Q. Kt. to B's 3rd.

P. to K's 6th would perhaps have been more annoying to White.

3.	P. to Q's 4th.	3.	P. takes P.
4.	P. takes P.	4.	P. to Q's 4th.
5.	P. to K's 5th.	5.	B. to K. B's 4th.
6.	B. to Q's 3rd.	6.	Q. to her 2nd.
7.	B. takes B.	7.	Q. takes B.
8.	Q. Kt. to B's 3rd.	8.	P. to K's 3rd.
9.	K. Kt. to B's 3rd.	9.	B. to Q. Kt.'s 5th.
10.	P. to Q. R's 3rd.	10.	B. takes Kt. (ch.)
11.	P. takes B.	11.	K. Kt. to K's 2nd.
12.	Castles.	12.	K. Kt. to his 3rd.
13.	Kt. to his 5th.*	13.	P. to K. R's 4th.†
14.	P. to K. B's 4th.	14.	Castles on Q's side.
15.	Kt. takes K. P.	15.	Q. takes Kt.
16.	P. to K. B's 5th.	16.	Q. to K's sq.
17.	P. takes Kt.	17.	Q. takes P.
18.	Q. to her Kt.'s 3rd.	18.	Q. R. to Q's 2nd.
19.	B. to K's 3rd.	19.	P. to K. R's 5th.
20.	P. to K. R's 3rd.	20.	Q. to K. R's 4th.
21.	P. to Q. B's 4th.	21.	Kt. to Q. R's 4th.
22.	Q. to her Kt.'s 4th.	22.	Kt. takes P.
23.	P. to K's 6th.‡	23.	R. to Q's 3rd.
24.	R. to K. B's 7th.	24.	P. to Q. Kt.'s 3rd.
25.	Q. to Kt.'s 5th.	25.	Kt. takes B.§
26.	Q. to R's 6th (ch.)	26.	K. to Q's sq.
27.	Q. to Kt.'s 7th.		

And Black resigned.

Game CXVI.

Between the same players.

[The Pawn and Move.]

White. (Mr. M.)		Black. (Mr. S.)	
1.	P. to K's 4th.	1.	Q. Kt. to B's 3rd.
2.	P. to Q's 4th.	2.	P. to Q's 4th.
3.	P. to K's 5th.	3.	B. to K. B's 4th.
4.	P. to K. Kt.'s 4th.	4.	B. to K. Kt's 3rd.

* Finely conceived. Intending, if Black Castled, to play P. to K. Kt.'s 4th, and win the Queen.

† The only way to avoid the loss of his King's Pawn.

‡ White maintains his attack in admirable style throughout.

§ This is mere desperation; he has no resource to save the game.

5.	P. to K. R's 4th.	5. P. to K. R's 4th.
6.	P. to K. Kt. 5th.	6. P. to K's 3rd.
7.	K. B. to R's 3rd.	7. Q. Kt. to Kt's 5th..
8.	Kt. to Q. R's 3rd.	8. Q. to her 2nd.
9.	B. to Q's 2nd.	9. P. to Q. B's 4th.
10.	B. takes Kt.	10. P. takes B.
11.	Q. Kt. to his sq.	11. Kt. to K's 2nd.
12.	K. Kt. to K's 2nd.	12. Q. R. to Q. B's sq.
13.	P. to Q. B's 3rd.	13. B. to K's 5th.
14.	Castles.	14. B. to K. B's 4th.
15.	K. to R's 2nd.*	15. B. to Kt.'s 5th.
16.	P. to K. B's 3rd.	16. B. to K. B's 4th.
17.	Kt. to K. B's 4th.	17. B. takes B.
18.	K. takes B.	18. Kt. to K. B's 4th.
19.	Q. to her 3rd.	19. Q. to K. B's 2nd.†
20.	Kt. to K's 2nd.	20. P. to Q. R's 3rd.
21.	Q. B. P. takes P.	21. K. B. takes P.
22.	Q. Kt. to B's 3rd.	22. Castles.
23.	Q. R. to B's sq.	23. Q. to K. Kt.'s 3rd.‡
24.	Kt. to K. B's 4th.	24. Q. to K's sq.
25.	Q. Kt. to K's 2nd.	25. R. takes R.
26.	R. takes R.	26. Kt. to K's 2nd.
27.	Kt. takes K. P.§	27. Q. to her 2nd.
28.	R. to Q. B's 7th.	28. Q. takes Kt. (ch.)
29.	K. to R's 2nd.	29. Kt. to K. Kt.'s 3rd.
30.	Kt. to K. Kt.'s 3rd.	30. Kt. takes K. R. P.
31.	R. takes K. Kt. P. (ch.)	31. K. takes R.
32.	Kt. takes R. P. (ch.)	32. K. to R's sq.
33.	Kt. to K. B's 6th.	33. Q. to K. B's 4th.

White resigned.

* If he had taken the adverse Bishop or withdrawn his own, he would have lost the K. R's Pawn.

† Threatening to take the K. R. P. with his Kt.

‡ Purposing again to take K. R. P. with the Kt., unless White guarded or removed his Queen.

§ Up to this point the game is played throughout on White's side with remarkable care and judgment; but the capture of this Pawn was evidently made without due regard to consequences.

Game CXVII.

WITH MR. BUCKLE, ONE OF THE FINEST PLAYERS OF THE DAY.

(In each of these games, the King's Bishop's Pawn of White must be removed.)

[The Pawn and Move.]

BLACK. (Mr. B.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. Q. B. to K's 3rd.
4. K. Kt. to B's 3rd.	4. Q. B. to K Kt.'s 5th.
5. Q. B. to K's 3rd.	5. P. to K's 3rd.
6. K. B. to Q's 3rd.	6. Q. to K's 2nd.
7. Q. Kt. to Q's 2nd.	7. P. to K. Kt.'s 3rd.
8. P. to K. R's 3rd.	8. B. takes Kt.
9. Kt. takes B.	9. B. to R's 3rd.
10. Q. to her 2nd.	10. B. takes B.
11. Q. takes B.	11. Q. checks.
12. P. to Q. B's 3rd.	12. Q. takes Kt. P.
13. Castles.	13. Q. to her R's 6th.
14. Kt. to K. Kt.'s 5th.	14. Q. to K's 2nd.
15. B. to K's 2nd.	15. K. Kt. to R's 3rd.
16. Q. to her 2nd.*	16. K. Kt. to B's 4th.
17. Q. R. to Kt.'s sq.	17. P. to Q. Kt.'s 3rd.
18. B. to Q. Kt.'s 5th.	18. Q. to her 2nd.
19. P. to Q. B's 4th.	19. P. to Q. R's 3rd.†
20. P. takes Q. P.	20. P. takes B.
21. P. takes Kt.	21. Q. takes Q. B. P.
22. Q. to K. B's 4th.‡	22. Q. R. to his 5th.§
23. K. R. to Q's sq.	23. Castles.
24. Kt. to K's 4th.	24. K. to Kt.'s 2nd.‖
25. Kt. to B's 6th.	25. Q. R. to B's 5th.¶

* If he had taken the K. P., White, by playing Kt. to K. B's 4th, would have won a Piece.

† White would have played ill in taking Pawn with Pawn, because, in reply, his adversary would have captured his K. P. with the Kt., and then have played P. to Q's 5th. He might, however, instead of playing P. to Q. R's 3rd, have taken the Q. P. with his K. Kt. safely we think.

‡ Purposing to throw forward his K. Kt. P., dislodge the Kt., and thus get the combined attack of his Q. and Kt. upon the King.

§ This effectually prevented Black's meditated attack.

‖ White would not have improved his game by taking the Q. P. at this point.

¶ He has a good game, but this is not making the most of the position.

26. P. to K. R's 4th.	26. Kt. to K's 2nd.
27. Q. to Kt.'s 5th.	27. Kt. to Q's 4th.
28. Kt. to Kt.'s 4th.	28. Kt. to K. B's 5th.
29. P. to Q's 5th.	29. Kt. takes P.*
30. Q. to R's 6th (ch.)	30. K. to Kt.'s sq.
31. Kt. to B's 6th (ch.)	31. R. takes Kt.
32. P. takes R.	32. Kt. takes P.
33. R. checks.	33. Kt. to K's sq.
34. Q. R. to Q's sq.	34. R. to K. Kt.'s 5th.
35. P. to K. Kt.'s 3rd.	35. R. to Q. B's 5th.
36. K. R. to Q's 7th.	

And wins.

Game CXVIII.

Between the same players.

[The Pawn and Move.]

Black. (Mr. B.)	White. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. B. to K. B's 4th.
4. P. to K. Kt.'s 4th.	4. B. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. P. to K's 3rd.
6. P. to K. R's 5th.	6. B. to K. B's 2nd.
7. P. to K. B's 4th.	7. P. to K. Kt.'s 3rd.
8. R. P. takes P.	8. B. takes P.
9. B. to Q's 3rd.	9. B. takes B.
10. Q. takes B.	10. Kt. to K. R's 3rd.
11. P. to K. B's 5th.†	11. Kt. takes Kt. P.
12. Q. to K. R's 3rd.	12. P. to K. R's 4th.

* By taking the P. with P., White would have had the better game (*e. g.*):—

	29. P. takes Q. P.
30. Q. to R's 6th (ch.)	30. K. to Kt.'s sq.
31. Kt. to B's 6th (ch.)	31. R. takes Kt.
32. P. takes R.	32. Q. takes P.

And the number of his Pawns and advantage of position are more than an equivalent for the lost "exchange."

† Black advanced this Pawn under the misconception that if White took the Kt. P., he would gain a Piece or an irresistible attack, by playing his Q. to K. R's 3rd, overlooking the fact that White need not retreat his Kt. again, but could support him with the K. R. P.

13. P. takes K. P.	13. Q. to K's 2nd.*
14. Kt. to K's 2nd.	14. Q. takes P.
15. Kt. to K. B's 4th.	15. Q. to B's 4th.
16. Kt. takes K. R. P.	16. Castles.
17. P. to Q. B's 3rd.	17. Q. to K's 5th (ch.)
18. K. to Q's sq.†	18. Q. takes R. (ch.)

And Black resigned.

Game CXIX.

WITH MR. COCHRANE.

(In each of these games, Black's King's Bishop's Pawn must be taken from the board.)

[The Pawn and Move.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q's 3rd.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. P. to Q's 4th.	3. B. to K. Kt.'s 5th.‡
4. Q. to her 3rd.	4. Q. Kt. to B's 3rd.
5. Q. Kt. to B's 3rd.	5. P. to K's 4th.
6. B. to Q. Kt.'s 5th.	6. P. takes P.
7. Q. takes P.	7. B. to K's 2nd.
8. Q. B. to K's 3rd.	8. Castles.
9. B. takes Kt.	9. P. takes B.
10. P. to K. R's 3rd.	10. B. to K. R's 4th.§
11. Q. to Q. B's 4th (ch.)	11. P. to Q's 4th.
12. Q. takes Q. B. P.	12. Q. B. to K's sq.‖
13. Q. to her R's 6th.	13. B. to Q. Kt.'s 5th.
14. K. Kt. to K's 2nd.	14. Kt. takes K. P.
15. Castles on K's side.	15. B. takes Kt.
16. Kt. takes B.	16. Kt. takes Kt.
17. P. takes Kt.	17. K. R. to B's 3rd.
18. Q. to K's 2nd.	18. K. R. to K. Kt.'s 3rd.

* Taking the Q. P. would have been imprudent, on account of Black's replying with Q. to her 3rd, threatening to win by checking at K. Kt.'s 6th.

† K. to B's sq. might have prolonged the game a few moves, but it was past redemption.

‡ He would have played imprudently in taking the K. P. with his Kt.

§ Black purposely leaves the opportunity for his opponent to check with the Q. and win his doubled Pawn.

‖ P. to Q's 5th would have been worse than useless, on account of White's being enabled to check again with his Q. at her B's 4th.

19. P. to K. B's 4th.	19. Q. R. to Q. Kt.'s sq.
20. P. to K. B's 5th.	20. B. to Q. Kt.'s 4th.
21. Q. to K. B's 2nd.	21. K. R. to Q. B's 3rd.
22. K. R. to K's sq.	22. R. takes P.
23. B. takes Q. R. P.	23. Q. R. to his sq.
24. B. to Q's 4th.	24. K. R. to Q. B's 3rd.
25. Q. to K. Kt.'s 3rd.	25. Q. to K. B's sq.
26. P. to Q. R's 4th.	26. B. to Q. B's 5th.*
27. P. to K. B's 6th.	27. P. to K. Kt.'s 3rd.
28. P. to K. B's 7th (ch.)	28. Q. takes P.
29. Q. to K's 5th.	

And Black resigned.

Game CXX.

Between the same players.

[The Pawn and Move.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. Q. B. to K. B's 4th.
4. P. to Q. B's 3rd.	4. P. to K's 3rd.
5. K. Kt. to B's 3rd.	5. K. Kt. to K's 2nd.
6. B. to Q's 3rd.	6. B. takes B.
7. Q. takes B.	7. K. Kt. to his 3rd.
8. K. Kt. to his 5th.	8. Q. to her 2nd.
9. Q. to K. R's 3rd.†	9. Q. Kt. to Q's sq.
10. Castles.	10. B. to K's 2nd.
11. Kt. takes K. R. P.	11. Q. Kt. to K. B's 2nd.
12. Q. to K. R's 5th.	12. K. Kt. to K. R's 5th.‡
13. P. to K. Kt.'s 3rd.	13. P. to K. Kt.'s 3rd.
14. Q. to K. Kt.'s 4th.	14. R. takes Kt.
15. P. takes Kt.	15. B. takes P.
16. Q. takes K. Kt. P.	16. K. R. to his sq.
17. P. to K. B's 4th.	17. Castles on Q's side.

* If he had taken this P. either with R. or B., he would have equally lost the game.

† White hesitated to take the K. R. P. with his Kt. at this moment, although the opportunity was certainly more favourable than the one he afterwards chose.

‡ Had he retreated the Kt. to K. B's sq., White might have taken Kt. with Kt.

18. K. to R's sq.	18. Q. R. to K. Kt.'s sq.
19. Q. to her B's 2nd.	19. Kt. to K. R's 3rd.*
20. Kt. to Q's 2nd.	20. Kt. to K. Kt.'s 5th.
21. Kt. to K. B's 3rd.	21. B. to K. Kt.'s 6th.
22. K. R. to K. Kt.'s sq.	22. Kt. to B's 7th (ch.)
23. K. to Kt.'s 2nd.	23. B. takes R. P. (dis. ch.)
24. K. takes Kt.	24. B. takes R. (ch.)
25. K. to B's sq.†	25. K. R. to his 8th.
26. Kt. to K. Kt.'s 5th.	26. Q. to Q. Kt.'s 4th (ch.)
27. P. to Q. B's 4th.	27. P. takes P.
28. P. to Q. R's 4th.	28. B. takes Q. P. (dis. ch.)
29. K. to Kt.'s 2nd.	29. Q. to Q's 4th (ch.)

And White resigned.

Game CXXI.

Between the same players.

[The Pawn and Move.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to Q's 5th.	3. Q. Kt. to K's 4th.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. P. to K. B's 5th.	5. K. Kt. to B's 3rd.
6. K. B. to Q's 3rd.	6. P. to K. Kt.'s 3rd.
7. Q. Kt. to B's 3rd.	7. P. to Q. B's 3rd.
8. K. Kt. to K's 2nd.	8. Q. B. P. takes P.
9. K. B. P. takes P.	9. K. R. P. takes P.
10. K. P. takes P.	10. Q. Kt. to K's 4th.
11. Q. B. to K. B's 4th.	11. Kt. takes K. B. (ch.)
12. Q. takes Kt.	12. B. to K. B's 4th.
13. Q. to her 2nd.	13. Q. to Q. Kt.'s 3rd.
14. Castles on Q's side.	14. Kt. to K. Kt.'s 5th.
15. P. to K. R's 3rd.	15. Kt. to K's 4th.‡
16. B. takes Kt.	16. P. takes B.
17. P. to K. Kt.'s 4th.	17. Castles on Q's side.

* He might also have played the B. to K. Kt.'s 6th, but the move in the text was thought preferable.

† Better than taking the B. with his Kt. it is clear.

‡ By playing the Kt. to K. B's 7th, he would have lost a Piece, since White could immediately move his B. to K's 3rd.

18. K. to Kt.'s sq.*	18. B. to Q's 2nd.
19. Q. to K. Kt.'s 5th.	19. Q. to K. B's 3rd.
20. Q. to K's 3rd.	20. K. to Kt.'s sq.
21. Q. Kt. to K's 4th.	21. Q. to K. R's 5th.
22. K. Kt. to Kt.'s 3rd.	22. B. to K. R's 3rd.
23. P. to K. Kt.'s 5th.	23. B. to K. Kt.'s 2nd.
24. Q. to Q. B's 5th.	24. K. R. to K's sq.
25. P. to Q's 6th.	25. Q. R. to Q. B's sq.
26. Q. to her 5th.	26. Q. B. to his 3rd.
27. Q. to her 3rd.†	27. K. R. to Q's sq.
28. K. R. to K's sq.	28. P. takes P.
29. Kt. takes P.	29. B. to K. B's sq.
30. Q. to her R's 3rd.	30. B. to Q. R's 5th.

And White resigned.‡

Game CXXII.

WITH AN EMINENT PLAYER OF THE ST. GEORGE'S CHESS CLUB.

(Remove White's King's Bishop's Pawn from the Board.)

[The Pawn and Move.]

BLACK. (Mr. —)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. P. to Q's 5th.	3. Q. Kt. to K's 2nd
4. B. to K. Kt.'s 5th.	4. P. to Q's 3rd.
5. B. to Q's 3rd.	5. P. to K. R's 3rd.
6. B. takes Kt.	6. Kt. takes B.
7. K. Kt. to K's 2nd.	7. Kt. to his 3rd.

* Taking the Bishop would have involved the loss of his Queen.

† He might have played his Q. to K. B's 7th, and, if Black then took the Knight with Bishop, have had the better game (*e. g.*);—

27. Q. to K. B's 7th.	27. B. takes Kt.
28. P. to Q's 7th.	28. B. takes Q. B. P. (ch.)
29. K. to R's sq.	

And White must win the exchange.

‡ These are not the most favourable specimens of the games at odds with Mr. Cochrane, but they are the only ones preserved. They were played in the spring of 1843, and in reference to them the Chess Player's Chronicle of that date remarks, "At the time of Mr. Cochrane's quitting England, Mr. Staunton had commenced the difficult task of giving him the Pawn and Move. With these odds they played only seven games, of which each party won three, and the remaining one was drawn."

8.	Castles.	8. B. to K's 2nd.
9.	P. to K. B's 4th.	9. B. to K. Kt.'s 5th.
10.	P. to K. B's 5th.	10. Kt. to K. B's 5th.*
11.	Q. Kt. to B's 3rd.	11. Castles.
12.	Q. to her 2nd.	12. B. to K. Kt.'s 4th.
13.	Kt. takes Kt.	13. B. takes Kt.
14.	Q. to K's sq.	14. Q. to K. Kt.'s 4th.
15.	B. to K's 2nd.	15. B. to K's 6th (ch.)
16.	K. to R's sq.	16. P. to K. R's 4th.
17.	Q. R. to Q's sq.	17. P. to Q. R's 3rd.†
18.	Q. R. to Q's 3rd.‡	18. B. to Q. R's 2nd.
19.	Q. R. to K. Kt.'s 3rd.	19. K. R. to B's 3rd.
20.	P. to K. R's 3rd.	20. K. R. to his 3rd.
21.	Q. to her sq.§	21. K. B. to K's 6th.
22.	B. takes Q. B.	22. B. to K. B's 5th.‖
23.	P. to K. B's 6th.¶	23. B. takes R.
24.	B. to K's 6th (ch.)	24. K. to R's 2nd.
25.	P. takes P.	25. K. takes P.
26.	R. to B's 7th (ch.)	26. K. to R's sq.

The game was protracted for some moves more, and after a gallant struggle Black surrendered.

Game CXXIII.

WITH MR. HARRWITZ.

(In each of these games, the reader must remove White's King's Bishop's Pawn from the board.)

[The Pawn and Move.]

	BLACK. (Mr. H.)	WHITE. (Mr. S.)
1.	P. to K's 4th.	1. K. Kt. to R's 3rd.**
2.	P. to Q's 4th.	2. K. Kt. to K. B's 2nd.
3.	K. B. to Q. B's 4th.	3. P. to K's 3rd.

* The opening of this game has many points of interest and novelty, and appears to have been played with great care by both parties.

† This was indispensable, to prevent Black from exchanging his Kt. for the King's Bishop, on its retreating next move.

‡ Threatening to win a Piece.

§ It is quite clear that Black must have lost at least a Rook, by taking the Bishop with his K. R. Pawn.

‖ The position is very curious and instructive at this juncture.

¶ An ingenious resource.

** Players differ in opinion as to the merits of this move. In the time of Philidor it was frequently adopted, but latterly it has fallen into disuse.

4.	Q. Kt. to Q. B's 3rd.	4. P. to Q. B's 3rd.
5.	Q. to K's 2nd.*	5. P. to Q. Kt.'s 4th.
6.	K. B. to Q's 3rd.	6. P. to Q. Kt.'s 5th.
7.	Q. Kt. to Q's sq.	7. P. to Q. R's 4th.
8.	P. to K. B's 4th.	8. Q. B. to Q. R's 3rd.†
9.	Q. Kt. to K. B's 2nd.	9. B. takes B.
10.	Kt. takes B.	10. Q. Kt. to Q. R's 3rd.
11.	K. Kt. to B's 3rd.	11. K. B. to K's 2nd.
12.	Castles.	12. Castles.
13.	Q. B. to K's 3rd.	13. K. Kt. to Q's 3rd.
14.	Q. B. to K. B's 2nd.	14. Q. Kt. to B's 2nd.
15.	K. Kt. to K's 5th.	15. Q. to K's sq.
16.	P. to Q. B's 3rd.	16. P. takes P.‡
17.	P. takes P.	17. Q. Kt. to Q. Kt.'s 4th.
18.	Q. R. to Q. B's sq.§	18. K. Kt. to K. B's 2nd.
19.	P. to Q. R's 4th.	19. Q. Kt. to Q. B's 2nd.
20.	Q. R. to Q. Kt.'s sq.	20. Kt. takes Kt.
21.	Kt. takes Kt.	21. K. R. takes P.‖
22.	Q. R. to Q. Kt.'s 7th.	22. Q. R. to Q. B's sq.
23.	K. R. to Q. Kt.'s sq.	23. P. to Q's 4th.
24.	P. takes P.	24. Q. B. P. takes P.¶
25.	B. to K. Kt.'s 3rd.	25. K. R. to K's 5th.**
26.	Q. to K. B's 3rd.	26. B. to Q's 3rd.
27.	Kt. to Q. B's 4th.	27. B. takes B.
28.	P. takes B.	28. Q. to her B's 3rd.
29.	Q. R. to Q. Kt.'s 8th.††	29. Kt. to Q. Kt.'s 4th.‡‡
30.	R. takes R. (ch.)	30. Q. takes R.
31.	R. takes Kt.	31. R. to K's 8th (ch.)
32.	K. to B's 2nd.	32. R. to Q. B's 8th.
33.	Kt. to Q's 6th.	33. R. to B's 7th (ch.)

* Anticipating the advance of the adverse Q. P.

† Prudently endeavouring to rid himself of the opposing K. B.

‡ This was hardly judicious, since it made an opening for Black's Rooks.

§ He would obviously have lost the K. P. had he moved P. to Q. B's 4th.

‖ Black loses a Pawn here, but he obtains an equivalent in position and attack.

¶ It is not easy to decide whether this move or taking with the Kt. is the better course.

** Tempting, but not so good as retreating the R. to K. B's sq.

†† Black plays very well all through.

‡‡ Mere desperation.

34. K. to Kt.'s sq.	34. R. to Q. B's 8th (ch.)
35. K. to R's 2nd.	35. Q. to K. B's sq.*
36. R. to Q. B's 5th.	36. Q. takes Q.
37. P. takes Q.	37. P. to K. Kt.'s 4th.
38. P. to K. Kt.'s 4th.	38. K. to Kt.'s 2nd.
39. Kt. to Q. Kt.'s 7th.	39. K. to B's 3rd.
40. Kt. takes P.	40. R. to Q. R's 8th.
41. P. to Q. B's 4th.	41. R. takes P.
42. K. to Kt.'s 3rd.	42. P. to K. R's 3rd.
43. P. takes Q. P.	43. R. takes P.
44. P. takes P.	44. K. takes P.
45. R. to Q. B's 6th (ch.)	45. R. to Q's 3rd.
46. R. takes R. (ch.)	46. K. takes R.
47. K. to B's 2nd.	47. K. to his 4th.
48. K. to his 3rd.	48. K. to K. B's 3rd.
49. K. to his 4th.	49. K. to Kt.'s 3rd.
50. Kt. to Q. B's 4th.	50. P. to K. R's 4th.
51. P. takes P. (ch.)	51. K. takes P.
52. K. to his B's 5th.	52. K. to R's 5th.
53. Kt. to K's 5th.	53. K. to R's 4th.
54. Kt. to K. B's 7th.	54. K. to R's 5th.
55. Kt. takes P.	

And in a few more moves White struck his flag.

Game CXXIV.

Between the same players.

[The Pawn and Move.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 4th.
3. P. takes P.	3. Q. checks.
4. Q. Kt. to B's 3rd.	4. K. B. takes P.
5. K. B. to Q's 3rd.	5. Q. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. K. Kt. to K's 2nd.
7. Castles.	7. P. to Q. R's 3rd.
8. K. to R's sq.	8. Q. to her B's 2nd.
9. K. Kt. to his 5th.	9. P. to K. Kt.'s 3rd.
10. P. to K. B's 4th.	10. P. to K. R's 3rd.
11. K. Kt. to B's 3rd.	11. P. to Q's 3rd.

* He has no better move.

12. Q. to K's sq.	12. Q. B. to Q's 2nd.
13. P. to Q. R's 3rd.	13. P. to Q. Kt.'s 4th.
14. P. to Q. Kt.'s 4th.	14. K. B. to Q. R's 2nd.
15. Q. B. to Kt.'s 2nd.	15. K. R. to B's sq.*
16. Q. Kt. to K's 2nd.	16. P. to K's 4th.
17. Q. to K. Kt.'s 3rd.	17. K. P. takes P.
18. Q. Kt. takes P.	18. Castles on Q's side.
19. Q. Kt. takes P.†	19. Kt. takes Kt.
20. Q. takes Kt.	20. K. B. to K's 6th.
21. P to Q. B's 4th.	21. K. R. to Kt.'s sq.
22. Q. to K. B's 6th.	22. K. R. to Kt.'s 5th.
23. Q. B. P. takes P.	23. Q. R. P. takes P.
24. K. R. to K's sq.	24. Q. to her Kt.'s 3rd.
25. K. B. takes P.	25. Q. R. to K. Kt.'s sq.
26. K. B. to his sq.	26. K. R. to K. B's 5th.‡
27. Q. to her B's 3rd.	27. R. takes Kt.
28. P. takes R.§	28. Q. R. to K. Kt.'s 8th (ch.)

Mate.

* Castling on the King's side would have been safer perhaps.

† Q. B. to K. Kt.'s 7th, is apparently a better move.

‡ This move wins a Piece at least.

§ Overlooking the obvious mate! An error truly remarkable in so finished a player. It was subsequently suggested that his proper move was 28. B. to Q. B's 4th, but, as the following variation shows, even then his opponent would have had a winning advantage:—

28. B. to Q. B's 4th.	28. Q. R. takes K. Kt. P.
29. K. takes R. (A.)	29. R. to K. B's 7th (ch.)

(If 29. R. takes B., White plays 29. K. R. to K. B's 7th, and must win.)

30. K. to R's sq.	30. B. to Q's 5th.

And must win.

(A.)

29. Q. to K. R's 8th (ch.)	29. K. to Q. B's 2nd.
30. K. takes R.	30. R. to K. B's 7th (ch.)
31. K. to R's sq.	31. B. to K. B's 5th.
32. R. to K's 2nd.	32. R. takes R.
33. B. takes R.	33. Q. to K. B's 7th.

Black cannot save the game.

Game CXXV.

Between the same players.

[The Pawn and Move.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1. K. Kt. to R's 3rd.
2. P. to Q's 4th.	2. K. Kt. to K. B's 2nd.
3. P. to K. B's 4th.	3. P. to K's 3rd.
4. P. to Q. B's 4th.	4. P. to Q. B's 3rd.
5. K. Kt. to B's 3rd.	5. K. B. to K's 2nd.
6. Q. Kt. to B's 3rd.	6. Q. Kt. to R's 3rd.
7. Q. B. to K's 3rd.	7. Castles.
8. P. to Q. R's 3rd.	8. K. Kt. to R's 3rd.
9. K. B. to Q's 3rd.*	9. Q. Kt. to B's 2nd.
10. Castles.	10. P. to Q's 3rd.
11. P. to K. R's 3rd.	11. K. Kt. to B's 2nd.†
12. Q. to Q. B's 2nd.	12. P. to K. R's 3rd.
13. Q. R. to Q's sq.	13. Q. B. to Q's 2nd.
14. P. to K's 5th.	14. P. to Q's 4th.
15. K. to R's 2nd.	15. P. takes P.
16. B. takes P.	16. Q. Kt. to Q's 4th.
17. Q. to K's 4th.	17. K. Kt. to K. R's sq.
18. K B. to Q's 3rd.	18. P. to K. Kt.'s 3rd.
19. Q. Kt. to K's 2nd.	19. K. R. to K. B's 2nd.
20. P. to K. Kt.'s 4th.	20. Q. to Q. Kt.'s 3rd.
21. Q. R. to Q's 2nd.	21. Q. R. to K. B's sq.
22. K. R to K. Kt.'s sq.	22. Q. to Q's sq.
23. P. to K. Kt's 5th.	23. P. to K. R's 4th.
24. K. Kt. to K. R's 4th.	24. K. R. to K. Kt.'s 2nd.‡
25. Q. Kt. to K. Kt.'s 3rd.	25. Kt. takes K. B. P.§
26. B. takes Kt.	26. R. takes B.
27. Q. takes R.	27. B. takes K. Kt. P.
28. Q. to K. B's 2nd.	28. B. takes R.

* Black's forces are magnificently developed.

† White loses time by the vacillation of this Kt.

‡ The being compelled to withdraw this Rook from the Bishop's file is unfortunate, but he has no other way to defend the Pawn; for if he play the King to Kt.'s 2nd, Black answers with Q. Kt. to K. Kt.'s 3rd, and nothing can withstand the attack then gained.

§ This combination deserved to succeed, and but for the singularly circumscribed position of the White King, which enabled Black to escape so cleverly, would certainly have won the game.

29.	Q. Kt. to K's 4th.*	29. K. R. to K. B's 2nd.†
30.	Q. Kt. to K. B's 6th. (ch.)	30. R. takes Kt.
31.	P. takes R.	31. Q. to Q. B. 2nd. (ch.)
32.	K. to R's sq.	32. B. to K. B's 5th.
33.	B. takes K. Kt. P.	33. K. to K. B's sq.
34.	B. takes K. R. P.	34. P. to K's 4th.
35.	Q. to K. Kt. 2nd.	

And White resigns.

Game CXXVI.

Between the same players.

[The Pawn and Move.]

	Black. (Mr. H.)	White. (Mr. S.)
1.	P. to K's 4th.	1. P. to K's 3rd.
2.	P. to Q's 4th.	2. P. to Q's 4th.
3.	P. takes P.	3. P. takes P.
4.	K. B. to Q's 3rd.	4. K. Kt. to B's 3rd.
5.	K. Kt. to B's 3rd.	5. K. B. to Q's 3rd.
6.	Castles.	6. Castles.
7.	P. to Q. B's 4th.	7. P. to Q. B's 3rd.
8.	P. to K. R's 3rd.	8. P. to Q. Kt.'s 3rd.
9.	Q. Kt. to B's 3rd.	9. Q. Kt. to R's 3rd.
10.	P. to Q. R's 3rd.	10. Q. Kt. to Q. B's 2nd.
11.	Q. B. to K's 3rd.	11. P. takes Q. B. P.
12.	B. takes P. (ch.)	12. Q. Kt. to Q's 4th.‡
13.	Q. B. to K. Kt.'s 5th.	13. Q. B. to K's 3rd.
14.	K. Kt. to K's 5th.	14. Q. R. to B's sq.§
15.	Kt. takes Q. B. P.	15. Q. to her B's 2nd.‖
16.	Q. B. takes K. Kt.	16. Q. takes Kt.
17.	B. takes Kt.	17. B. takes B.
18.	Q. to K. Kt.'s 4th.¶	18. Q. R. to B's 2nd.**

* The effect of this simple move is perfectly magical. It at once changes the whole aspect of the game.

† He has no better move left. If he retreat the K. B. to K. R's 3rd, Black checks with his Kt., and then wins a Piece by the discovered check next move.

‡ This was evidently made without due reflection.

§ Here, likewise, White plays inconsiderately.

‖ Had he taken the Kt., it is clear Black would have won a Piece in return.

¶ Cleverly conceived. White cannot take the Bishop without losing a Piece for it.

** Taking the Bishop and afterwards moving K. R. to K. Kt.'s 3rd, would be more attacking.

19. B. to K's 5th.	19. B. takes B.
20. P. takes B.	20. B. to his 5th.
21. K. R. to Q's sq.	21. Q. R. to K. B's 2nd.
22. K. R. to Q's 2nd.	22. B. to K's 3rd.
23. Q. to K. Kt.'s 3rd.	23. Q. R. to K. B's 4th.
24. Q. R. to K's sq.	24. Q. to Q. B's 4th.
25. P. to Q. Kt.'s 4th.	25. Q. to K's 2nd.
26. Kt. to K's 4th.	26. K. to R's sq.
27. Q. R. to Q's sq.	27. B. to K. Kt.'s sq.
28. K. R. to Q's 7th.	28. Q. takes K. P.
29. K. R. takes Q. R. P.*	29. Q. takes Q.†
30. P. takes Q.	30. P. to K. R's 3rd.
31. K. to R's 2nd.	31. Q. R. to K's 4th.
32. Q. R. to Q's 4th.	32. B. to Q's 4th.
33. Kt. to Q. B's 3rd.	33. B. to Q. R's sq.
34. Q. R. to Q's 7th.	34. Q. R. to K's sq.‡
35. Q. R. takes K. Kt. P.	35. K. R. to K. B's 7th.
36. P. to K. R's 4th.	36. Q. R. to K's 8th.§
37. Q. R. to K's 7th.‖	37. K. R. takes Kt. P. (ch.)
38. K. to R's 3rd.	38. R. takes R.
39. R. takes B. (ch.)	39. K. to Kt.'s 2nd.
40. K. takes R.	

And wins.

Game CXXVII.

Between the same players.

[The Pawn and Move.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. Q. B. to K. B's 4th.
4. Q. B. to K's 3rd.	4. P. to K's 3rd.
5. K. Kt. to B's 3rd.	5. K. Kt. to K's 2nd.
6. K. B. to Q's 3rd.	6. B. takes B.

* From this point the game is full of interesting vicissitudes.

† Some remarkable variations spring from White's now playing B. to Q's 4th.

‡ To enable him to play the other Rook to B's 7th, and still preserve his Bishop from capture.

§ B. takes K. Kt. P. would have been better still.

‖ Well played.

7.	Q. takes B.	7. Q. Kt. to Q. Kt's 5th.
8.	Q. to K's 2nd.	8. K. Kt. to K. Kt.'s 3rd.
9.	P. to Q. R's 3rd.	9. Q. Kt. to Q. B's 3rd.
10.	P. to Q. B's 4th.	10. K. B. to K's 2nd.
11.	P. takes P.	11. Q. takes P.
12.	Q. Kt. to B's 3rd.	12. Q. to Q. Kt.'s 6th.
13.	Castles on K's side.	13. Castles on K's side.
14.	P. to K. Kt.'s 3rd.	14. Q. R. to Q's sq.
15.	Q. R. to Q. Kt.'s sq.	15. P. to Q. R's 3rd.*
16.	K. R. to Q's sq.†	16. P. to Q. Kt.'s 4th.
17.	K. Kt. to Q's 2nd.	17. Q. to Q. B's 7th.
18.	K. R. to Q. B's sq.	18. Q. to K. B's 4th.
19.	Q. Kt. takes Q. Kt. P.	19. Q. Kt. takes K. P.
20.	P. takes Q. Kt.	20. Q. R. P. takes Kt.
21.	P. to K. B's 4th.‡	21. Q. to Q's 6th.
22.	Q. takes Q.	22. R. takes Q.
23.	Kt. to B's sq.	23. R. to Q. B's sq.
24.	K. R. to Q. B's 6th.§	24. K. to B's 2nd.
25.	Q. R. to Q. B's sq.	25. B. to Q's sq.
26.	B. to Q. B's 5th.	26. R. to Q. R's sq.
27.	B. to Q. Kt.'s 4th.	27. Kt. to K's 2nd.
28.	B. takes Kt.	28. K. takes B.
29.	K. to B's 2nd.	29. R. to Q. R's 5th.
30.	K. to K's 2nd.	30. R. to Q. Kt.'s 6th.
31.	Q. R. to Q. B's 2nd.	31. K. R. to K's 5th (ch.)
32.	K. to B's 2nd.	32. K. R. to Q's 5th.
33.	Kt. to Q's 2nd.	33. Q. R. to Q's 6th.
34.	Kt. to K. B's 3rd.	34. K. R. to Q's 4th.
35.	P. to K. Kt.'s 4th.	35. P. to K. Kt.'s 3rd.
36.	K. to K's 2nd.	36. K. to Q's 2nd.
37.	R. to Q. R's 6th.	37. R. to Q. Kt.'s 6th.
38.	Kt to Q's 2nd.	38. R. to K. R's 6th.
39.	Kt. to K. B's 3rd.	39. P. to Q. B's 4th.
40.	R. to Q's 6th (ch.)‖	40. R. takes R.

* K. B. takes Q. R. P. would not have been prudent play, on account of K. Kt. to Q's 2nd, on Black's part in reply.

† Mr. Harrwitz would have obtained a fine attack by playing K. R. to Q. B's sq., threatening next move to play K. Kt. to Q's 2nd, and, upon the adverse Q. retiring to her Kt.'s 3rd, advancing the Q's P. on the Kt.

‡ He would evidently have lost a Piece by taking the Q. B. P.

§ The best move.

‖ This is finely played.

41. P. takes R.	41. K. takes P.
42. R. to Q's 2nd (ch.)	42. K. to Q. B's 2nd.
43. K. to K. B's 2nd.	43. R. to K. R's 3rd.
44. K. to K. Kt.'s 3rd.	44. P. to K. Kt.'s 4th.*
45. P. takes P.	45. R. to K. Kt.'s 3rd.
46. P. to K. R's 4th.	46. K. to Q. B's sq.†
47. R. to Q. B's 2nd.	47. B. to Q. B's 2nd (ch.)
48. K. to K. R's 3rd.	48. B. to Q. Kt.'s 3rd.‡
49. Kt. to Q's 4th.	49. P. to K's 4th.
50. Kt. takes Q. Kt. P.	50. K. to Q. Kt.'s 2nd.
51. R. to K's 2nd.	51. K. to Q. B's 3rd.
52. Kt. to Q. B's 3rd.	52. B. to Q. B's 2nd.
53. P. to Q. Kt.'s 3rd.	53. R. to Q's 3rd.
54. R. to K's 3rd.	54. R. to Q's 5th.
55. Kt. to K's 4th.	55. R. to Q's 2nd.
56. Kt. to K. B's 6th.	56. R. to K. B's 2nd.
57. P. to K. R's 5th.	57. B. to Q's sq.
58. R. takes P.	58. B. takes Kt.
59. R. to K. B's 5th.	59. R. to Q. Kt.'s 2nd.
60. P. takes B.	60. R. takes Q. Kt. P. (ch.)
61. K. to K. R's 4th.	61. R. to Q. Kt.'s sq.
62. P. to B's 7th.	62. R. to K. B's sq.
63. P. to K. Kt.'s 5th.	63. K. to Q's 3rd.
64. P. to Kt.'s 6th.	

And Black wins.

Game CXXVIII.

Between the same players.

[The Pawn and Move.]

Black. (Mr. H.)	White. (Mr. S.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. Q. P. takes P.	3. Q. Kt. takes P.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. K. B. to Q. B's 4th.	5. K. Kt. to R's 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to Q. B's 4th.
7. Q. Kt. to B's 3rd.	7. P. to Q. B's 3rd.

* Indispensable, to save the Rook.

† Lost time.

‡ P. to Q. Kt.'s 5th would, perhaps, have been better; but the game was irretrievable.

8.	P. to Q. R's 4th.	8. P. to Q. R's 4th.
9.	Q. to K's 2nd.	9. Q. to Q. Kt.'s 3rd.
10.	P. to K. R's 3rd.	10. P. to Q's 3rd.
11.	P. to K. Kt.'s 4th.	11. K. R. to K. B's sq.
12.	K. B. to Q. Kt.'s 3rd.	12. Q. B. to Q's 2nd.
13.	P. to K. Kt.'s 5th.	13. K. Kt. to Kt.'s sq.
14.	Q. B. to Q's 2nd.	14. Castles.
15.	Castles.	15. P. to K. Kt.'s 3rd.
16.	P. to K's 5th.	16. Q. P. takes P.
17.	K. B. P. takes P.	17. Q. B. to K. B's 4th.
18.	K. Kt. to K. R's 4th.	18. K. Kt. to K's 2nd.
19.	K. Kt. takes Q. B.	19. K. Kt. P. takes Kt.*
20.	P. to K. R's 4th.	20. K. to Q. Kt.'s sq.
21.	P. to K. R's 5th.	21. B. to Q's 5th.
22.	Q. B. to K. B's 4th.	22. K. to Q. R's sq.
23.	K. R. to K. R's 3rd.	23. B. takes Kt.
24.	R. takes B.	24. Q. R. takes Q. R. (ch.)
25.	Q. takes R.	25. Q. to Q. Kt.'s 5th.†
26.	R. to Q. B's 4th.	26. Q. to Q. Kt.'s 3rd.
27.	R. to Q's 4th.	27. R. to Q's sq.
28.	R. takes R. (ch.)	28. Kt. takes R.
29.	K. to Q. Kt.'s sq.	29. P. to Q. B's 4th.
30.	Q. to Q's 6th.	

And after a few moves, White resigns.

Game CXXIX.

Between the same players.

[The Pawn and Move.]

	Black. (Mr. H.)	White. (Mr. S.)
1.	P. to K's 4th.	1. Q. Kt. to B's 3rd.
2.	P. to Q's 4th.	2. P. to K's 4th.
3.	Q. P. takes P.	3. Q. Kt. takes P.
4.	P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5.	K. B. to Q. B's 4th.	5. K. Kt. to R's 3rd.
6.	K. Kt. to K. B's 3rd.	6. K. B. to Q. B's 4th.
7.	Q. Kt. to B's 3rd.	7. P. to Q. B's 3rd.

* If he had taken with the Kt., Black would have played B. to K's 6th, checking, and, after exchanging Pieces, have won the Pawn.

† This, like many other moves on White's side in the present game, is weak and purposeless.

8.	P. to K. R's 3rd.	8. P. to Q. Kt.'s 4th.
9.	K. B. to Q. Kt.'s 3rd.	9. P. to Q. R's 4th.
10.	P. to Q. R's 3rd.	10. Q. to Q. Kt.'s 3rd.
11.	K. R. to B's sq.	11. P. to Q. R's 5th.
12.	K. B. to Q. R's 2nd.	12. Q. B. to Q. R's3rd.
13.	Q. Kt. to K's 2nd.	13. Castles on Q's side.*
14.	P. to Q. B's 3rd.	14. Q. R. to K's sq.†
15.	Q. to Q. B's 2nd.	15. K. R. to B's sq.
16.	P. to K. Kt.'s 4th.	16. P. to K. Kt.'s 3rd.
17.	K. B. takes Q. Kt.	17. Kt. takes B.
18.	Q. B. to Q's 2nd.	18. Kt. to Q's 3rd.
19.	P. to K's 5th.	19. Kt. to Q. B's 5th.
20.	K. Kt. to Q's 4th.	20. P. to K. Kt.'s 4th.
21.	Castles on Q's side.	21. K. Kt. P. takes P.
22.	B. takes P.	22. K. B. to K's 2nd.‡
23.	K. Kt. to K. B's 5th.	23. K. B. to Q. B's 4th.
24.	Q. to Q's 3rd.	24. Q. to Q. Kt.'s 2nd.
25.	Q. to K. Kt.'s 3rd.	25. Kt. takes Q. Kt, P.
26.	K. takes Kt.	26. P. to Q. Kt.'s 5th.
27.	Q. B. P. takes P.	27. Q. B. takes Q. Kt.
28.	K. to Q. R's sq.§	28. K. B. to K's 2nd.
29.	B. to K. Kt.'s 5th.	29. R. takes Kt.‖
30.	P. takes R.	30. Q. to Q. Kt.'s 4th.
31.	B. takes B.	31. B. takes K. R.
32.	P. to K. B's 6th.	32. B. to Q. B's 5th.
33.	B. to Q's 6th.	33. B. to K's 3rd.
34.	Q. to Q's 3rd.	34. Q. takes Q.
35.	R. takes Q.	35. R. to K. Kt.'s sq.¶
36.	K. to Q. Kt.'s 2nd.	36. K. to Q's sq.
37.	K. to Q. B's 3rd.	37. R. to K. Kt.'s 7th.
38.	K. to Q's 4th.	38. K. to K's sq.
39.	K. to Q. B's 5th.	39. K. to K. B's 2nd.

* It is very unusual, where the odds of Pawn and Move or Pawn and Two Moves are given, for the second player to get the attack so early as White has done in the present game.

† K. R. to this sq. would have been rather better.

‡ This is not so strong as taking the P. with the Kt., or even the B. with the K. R.

§ An excellent and unexpected move.

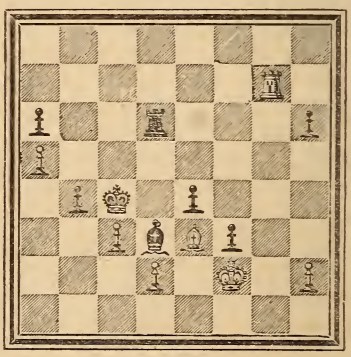
‖ Taking the Bishop would plainly have cost him his Queen.

¶ The care and exactitude of calculation shown in the remaining portion of this game can hardly be exceeded. Every move being the result of the most profound analysis.

40. P. to Q. Kt.'s 5th.	40. Q. B. P. takes P.*
41. K. takes P.	41. B. to Q. Kt.'s 6th.
42. B. to Q. Kt.'s 4th.	42. K. to K's sq.†
43. R. to Q. B's 3rd.	43. R. to K. Kt.'s sq.
44. R. to Q. B's 7th.	44. P. to K. R's 4th.
45. K. to Q. B's 5th.	45. B. to K's 3rd.
46. R. to Q. R's 7th.	46. K. to K. B's 2nd.
47. P. to K. R's 4th.	47. R. to K. Kt.'s 5th.
48. R. takes Q. R. P	48. R. takes K. R. P.
49. R. to Q. R's 8th.	49. R. to K. Kt.'s 5th.
50. R. to K. R's 8th.	50. P. to K. R's 5th.
51. P. to Q. R's 4th.	51. R. to K's 5th.
52. R. to K. R's 7th (ch.)	52. K. to K. Kt.'s sq.
53. R. to K. R's 5th.	53. P. to K. R's 6th.

* The position is curious, at the first view it appears that White may now gain the Pawn immediately, by checking with his R. at Q. B's 7th, but the following variation shows that by doing so, he must lose the game: —

BLACK.



WHITE.

Variation on White's 40th move.

40. R. to Q. B's 7th (ch.)
41. K. to Kt.'s 6th. 41. P. takes P.

(Black would not now take the P. with his King, on account of the check of the adverse Bishop, but would play,)

42. R. to K. Kt.'s 3rd.

Winning.

† Had he moved the K. to K's 3rd, Black would have answered with B. to Q. B's 3rd, and afterwards have won a Pawn.

54. K. to Q. Kt.'s 5th.	54. R. to K's 7th.
55. B. to Q's 6th.	55. R. to Q. Kt.'s 7th (ch.)
56. K. to Q. B's 5th.	56. R. to Q. B's 7th (ch.)
57. K. to Q. Kt.'s 6th.	57. P. to K. R's 7th.
58. P. to Q. R's 5th.	58. B. to Q's 4th.
59. P. to K's 6th.*	59. R. to Q. B's 3rd (ch.)
60. K. to Q. Kt.'s 5th.	60. B. takes K. P.†
61. B. takes R. P.	61. K. to B's 2nd.
62. B. to K's 5th.	62. K. to Kt.'s 3rd.
63. R. to K. R's 8th.	63. B. to Q. B's 5th (ch.)
64. K. to Q. Kt.'s 4th.	64. B. to K's 3rd.
65. R. to K's 8th.	65. R. to Q. B's 5th (ch.)
66. K. to Q. R's 3rd.	66. R. to Q. B's 4th.
67. B. to Q's 4th.	67. R. takes R. P. (ch.)
68. K. to Q. Kt.'s 4th.	68. R. to Q's 4th.
69. B. to B's 3rd.	69. R. to Q's 6th.
70. R. to K's 7th.‡	70. B. to K. B's 2nd.
71. B. to K's 5th.	71. P. to Q's 3rd.
72. B. to Q. B's 3rd.	72. R. to K. B's 6th.
73. R. to Q's 7th.	73. R. to K. B's 5th (ch.)
74. K. to Q. R's 3rd.	74. R. to Q. B's 5th.
75. B. to Q. Kt.'s 2nd.	75. P. to Q's 4th.
76. B. to K's 5th.	76. R. to K's 5th.
77. B. to Q. B's 3rd.	77. R. to K's sq.
78. K. to Q. Kt.'s 2nd.	78. R. to K's 7th (ch.)
79. K. to Q. R's 3rd.	79. R. to K. R's 7th.
80. B. to K's 5th.	80. R. to K's 7th.
81. B. to Q's 4th.	81. R. to K's 5th.
82. B. to Q. B's 3rd.	82. R. to K's 6th.
83. K. to Q. Kt.'s 2nd.	83. R. to K. R's 6th.
84. B. to K's 5th.	

And the game was abandoned as drawn.

* Here again the position is most singular. If White makes a Queen, he is mated immediately.

† If he had taken the Bishop, Black would have won easily, for example:—

	60. R. takes B.
61. P. to K. B's 7th (ch.)	61. K. to Kt.'s 2nd.
62. R. to K. R's 8th.	

And must win.

‡ To check at K. Kt.'s 7th.

SYNOPSIS OF BOOK II.

(GAMES WITHOUT ODDS.)

THE KING'S KNIGHT'S OPENING,

1. P. to K's 4th. / P. to K's 4th.
2. K. Kt. to B's 3rd.

INCLUDING

THE GIUOCO PIANO:—

1. P. to K's 4th. / P. to K's 4th.
2. K. Kt. to B's 3rd. / Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th. / K. B. to Q. B's 4th.

THE EVANS' GAMBIT:—

1. P. to K's 4th. / P. to K's 4th.
2. K. Kt. to B's 3rd. / Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th. / K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.

THE SCOTCH GAMBIT:—

1. P. to K's 4th. / P. to K's 4th.
2. K. Kt. to B's 3rd. / Q. Kt. to B's 3rd.
3. P. to Q's 4th.

THE KING'S BISHOP'S OPENING,

1. P. to K's 4th. / P. to K's 4th.
2. K, B. to Q. B's 4th.

INCLUDING

THE TWO KINGS' BISHOPS' GAME:—

1. P. to K's 4th. / P. to K's 4th.
2. K. B. to Q. B's 4th. / K. B. to Q. B's 4th.

THE LOPEZ' GAMBIT:—

1. P. to K's 4th. / P. to K's 4th.
2. K. B. to Q. B's 4th. / K. B. to Q. B's 4th.
3. Q. to K's 2nd. / P. to Q's 3rd.
4. P. to K. B's 4th.

THE KING'S KNIGHT'S DEFENCE TO THE BISHOP'S OPENING:—

1. P. to K's 4th. / P. to K's 4th.
2. K. B. to Q. B's 4th. / K. Kt. to B's 3rd.

THE KING'S GAMBIT,

1. P. to K's 4th. / P. to K's 4th.
2. P. to K. B's 4th. / P. takes P.

INCLUDING

THE MUZIO GAMBIT.

THE KING'S BISHOP'S GAMBIT.

THE KING'S GAMBIT REFUSED.

THE QUEEN'S GAMBIT.

THE QUEEN'S GAMBIT REFUSED.

BOOK II.

GAMES WHEREIN NO ODDS ARE GIVEN, CLASSIFIED ACCORDING TO THEIR PARTICULAR OPENINGS.

CHAPTER I.

THE KING'S KNIGHT'S OPENING.

GAME I.

WITH MR. POPERT, OF THE LONDON CHESS CLUB.*

[THE GIUOCO PIANO.]

WHITE. (Mr. S.)	BLACK. (Mr. P.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	5. Castles.
6. Q. B. to K. Kt.'s 5th.	6. P. to Q's 3rd.
7. Castles.	7. P. to K. R's 3rd.

* The games with Mr. Popert are selected from those of a Match won by the Author, then a young player, in 1840. Greatly to the loss of the Chess community, Mr. Popert is since dead. At the time of this contest he was at the top of his strength, and ranked as one of the very finest players in England. His style of play, slow, cautious, and profound, had been modelled upon that of his chief competitor the celebrated Mc Donnell, with whom he is supposed to have played more games than any other player of the period. From long practice with so attacking an opponent, Mr. Popert had acquired a partiality for defensive operations, and in these the ingenuity and tenacity of his manuœverings were unrivalled. In addition to years of practice with Mc Donnell, he enjoyed the advantage of numbering La Bourdonnais, Lewes, Cochrane, Fraser, and a host of minor celebrities as his antagonists; and many of his games with these distinguished players which have been preserved, attest the skill and vigour of his style. (See the early volumes of the "Chess Player's Chronicle.")

8.	Q. B. to K. R's 4th.	8. Q. B. to K. Kt.'s 5th.
9.	Q. Kt. to Q's 2nd.	9. P. to K. Kt.'s 4th.
10.	B. to K. Kt.'s 3rd.	10. P. to Q's 4th.
11.	P. takes P.	11. K. Kt. takes P.
12.	Q. Kt. to K's 4th.	12. K. B. to K's 2nd.
13.	P. to Q. Kt.'s 4th.	13. P. to Q. R's 3rd.
14.	P. to Q. R's 4th.	14. K. Kt. to K. B's 5th.
15.	Q. R. to his 2nd.	15. K. to his Kt.'s 2nd.
16.	B. takes K. Kt.	16. K. P. takes B.
17.	P. to Q's 4th.	17. P. to K. B's 4th.
18.	Q. Kt. to Q's 2nd.	18. K. B. to Q's 3rd.
19.	K. B. to K's 2nd.	19. B. takes Kt.
20.	K. Kt. P. takes B.	20. P. to K. R's 4th.
21.	K. to R's sq.	21. P. to K. Kt.'s 5th.
22.	P. takes P.	22. K. B. P. takes P.
23.	B. takes K. Kt. P.*	23. P. takes B.†
24.	Q. takes P. (ch.)	24. K. to his B's 2nd.
25.	Q. to K. R's 5th (ch.)	25. K. to his 2nd.
26.	K. R. to K's sq. (ch.)	26. B. to K's 4th.‡
27.	Kt. to K. B's 3rd.	27. Q. to her 4th.
28.	Q. R. to K's 2nd.	28. R. to K. B's 4th.§
29.	R. takes B. (ch.)	29. Kt. takes R.
30.	R. takes Kt. (ch.)	30. R. takes R.
31.	Q. takes R. (ch.)	31. Q. takes Q.
32.	Kt. takes Q.	

And White won the game.

Game II.

Between the same players.

[The Giuoco Piano.]

	BLACK. (Mr. P.)	WHITE. (Mr. S.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3.	K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.

* The sacrifice of this Bishop wins White the game, as in a move or two Black's attack must otherwise have been irresistible.

† Q. to K. R's 5th or to K. Kt.'s 4th would have been worse than useless.

‡ If K. to Q's 2nd, mate would have followed in two moves.

§ Very well played. If the R. were taken Black could mate in a few moves.

4. P. to Q. B's 3rd.	4. P. to Q's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt.'s 3rd.
7. Q. Kt. to B's 3rd.	7. Q. B. to K. Kt.'s 5th.
8. Q. B. to K's 3rd.	8. K. Kt. to B's 3rd.
9. P. to Q. R's 3rd.	9. Castles.
10. Q. to her 3rd.	10. Q. B. to K. R's 4th.*
11. K. B. to Q. Kt.'s 3rd.†	11. Q. to her 2nd.
12. K. B. to Q. B's 2nd.	12. Q. R. to K's sq.
13. P. to Q's 5th.	13. Q. Kt. to K's 2nd.
14. Q. B. takes K. B.	14. Q. R. P. takes B.
15. Castles on K's side.	15. Q. Kt. to K. Kt's 3rd.
16. K. Kt. to Q's 4th.	16. Q. Kt. to K's 4th.
17. Q. to K. Kt.'s 3rd.	17. P. to Q. B's 3rd.‡
18. P. to K. B's 4th.	18. Q. Kt. to Q. B's 5th.§
19. P. to Q. Kt.'s 4th.	19. P. to Q. Kt.'s 4th.
20. P. to Q. R's 4th.	20. Q. B. P. takes Q. P.
21. Q. Kt. takes Q. Kt. P.	21. K. Kt. takes K. P.
22. Q. to K. R's 4th.	22. K. Kt. to B's 3rd.‖
23. K. Kt. to K. B's 5th.	23. Q. B. to K. Kt.'s 3rd.
24. Q. Kt. to Q's 4th.	24. K. Kt. to K's 5th.
25. K. Kt. takes K. Kt. P.¶	25. K. takes Kt.
26. P. to K. B's 5th.	26. Q. Kt. to Q's 7th.
27. P. takes B.	27. K. R. P. takes P.**

* The opening on both sides is played with a degree of caution which amounts almost to timidity.

† Purposing to take up a threatening position next move.

‡ In anticipation of Black's driving away the Kt. from K's 4th, and then attacking the Queen with his Bishop at Q. R's 4th.

§ This seems a perilous venture at first view, on account of Black's being enabled to dislodge the K. Kt. and then play his Q. to her 3rd, threatening mate or to win the other Kt.; on examination, however, it will be found to be quite sound, and that Black would lose by attempting to gain the Piece; for suppose,

19. P. to K's 5th.	19. K. Kt. takes Q. P.
20. Q. to her 3rd.	20. B. to K. Kt.'s 3rd.
21. Q. takes Q. Kt.	21. Kt. to K's 6th.
22. Q. to K's 2nd.	22. P. takes K. P.
23. B. takes B.	23. Q. takes Kt.

And White must recover the Piece, and have the better game.

‖ He might, perhaps, with more advantage, have played his Q. to K. Kt.'s 5th.

¶ Very well conceived.

** An ill-considered move. By taking this P. with his K. B's Pawn,

28. B. takes Kt.	28. R. takes B.
29. Q. to K. B's 6th (ch.)	29. K. to R's 2nd.
30. Kt. to K. B's 5th.	30. K. R. to K. Kt.'s sq.*
31. Kt. takes Q. P.	31. Kt. takes R.
32. Kt. takes R.	32. P. takes Kt.
33. R. takes Kt.	33. Q. to K. Kt.'s 5th.
34. Q. takes K. B. P. (ch.)	34. R. to K. Kt.'s 2nd.
35. Q. to K. B's 4th.	35. Q. to K's 3rd.
36. Q. to K. R's 4th (ch.)	36. K. to Kt.'s sq.
37. Q. to her 8th (ch.)	37. K. to R's 2nd.
38. R. to K. B's 8th.†	38. P. to K. Kt.'s 4th.
39. R. to K. R's 8th (ch.)	39. K. to Kt.'s 3rd.
40. Q. to K's 8th (ch.)	40. Q. takes Q.
41. R. takes Q.	41. K. to K. B's 4th.
42. K. to K. B's 2nd.	42. R. to Q. B's 2nd.
43. K. to K's 3rd.	43. R. to Q. B's 6th (ch.)
44. K. to Q's 4th.	44. R. to Q's 6th (ch.)
45. K. to Q. B's 4th.	45. R. to Q's 7th.
46. R. to K. B's 8th (ch.)	46. K. to K's 4th.
47. P. to K. Kt.'s 4th.	47. R. to Q. B's 7th (ch.)
48. K. to Q. Kt.'s 3rd.	48. R. takes K. R. P.
49. R. to K. B's 5th (ch.)	49. K. to Q's 5th.
50. R. takes K. Kt. P.	50. P. to K's 6th.
51. R. to K. Kt.'s 7th.	51. P. to K's 7th.
52. R. to K's 7th.	52. R. to K. R's 6th (ch.)
53. K. to B's 2nd.	53. R. to K's 6th.

And Mr. Popert resigned.

Game III.

WITH MR. COCHRANE.‡

[The Giuoco Piano.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1 P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.

White would have regained the advantage of position, and have relieved himself from all attack.

* Taking the Kt. with K. Kt.'s P. would have enabled Black to draw the game at least.

† Threatening mate in two places.

‡ The author's contests with this celebrated master, at once the most original and brilliant player of the day, took place for the greater part,

3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. to K. B's 3rd.*
5. P. to Q. Kt.'s 4th.†	5. B. to Q. Kt.'s 3rd.
6. P. to Q. Kt.'s 5th.	6. Kt. to Q. R's 4th.
7. B. to K's 2nd.	7. Q. to K. Kt.'s 3rd.
8. Castles.	8. P. to Q's 3rd.
9. P. to Q's 4th.	9. Q. B. to K. R's 6th.
10. K. Kt. to his 5th.	10. B. takes K. Kt. P.‡
11. K. takes B.	11. P. to K. R's 3rd.
12. K. B. to K. R's 5th.	12. Q. to B's 3rd.
13. Kt. takes K. B. P.	13. P. to K. Kt.'s 3rd.
14. Kt. takes R.	14. Q. takes Kt.
15. B. takes P. (ch.)	15. K. to his 2nd.
16. B. to his 5th.	

And White resigned.

Game IV.

Between the same players.

[Giuoco Piano.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.

during the year 1842. Of the immense number of games played between them at this period, it is to be regretted that scarcely a fifth have been preserved; those which have, however, form no inconsiderable collection, and will be found complete to the amount of nearly 130 games, in the first six volumes of the "Chess Player's Chronicle," published by Hastings, Carey Street, Lincoln's Inn.

* This is an exceptionable move. The proper play is Kt. to K. B's 3rd.

† P. to Q's 4th is likewise a good move, and in that case the following variations are probable:—

Black.	White.
5. P. to Q's 4th.	5. P. takes P.
6. P. to K's 5th.	6. Kt. takes P. or (A.)
7. Q. to K's 2nd.	

Winning a Piece.

(A.)

6. Q. to K. Kt.'s 3rd.

7. P. takes P.

And the opening player has a fine game.

‡ In making this sacrifice, White evidently overlooked the move of B. to K. R's 5th, which Black had in reserve.

3.	B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4.	P. to Q. B's 3rd.	4. Q. to K. B's 3rd.
5.	P. to Q. Kt.'s 4th.	5. B. to Q. Kt.'s 3rd.
6.	P. to Q. Kt.'s 5th.	6. Kt. Q. R's 4th.
7.	B. to K's 2nd.	7. P. to Q's 3rd.
8.	P. to Q's 4th.	8. P. takes P.
9.	P. takes P.	9. Q. to K. Kt.'s 3rd.
10.	Q. to her 3rd.	10. K. Kt. to B's 3rd.
11.	Q. Kt. to B's 3rd.	11. Q. B. to K. Kt.'s 5th.
12.	Castles.	12. B. takes Kt.
13.	B. takes B.	13. Castles on K's side.
14.	Kt. to K's 2nd.	14. P. to K. R's 3rd.
15.	B. to Q's 2nd.	15. P. to Q's 4th.
16.	Kt. to K. B's 4th.	16. Q. to K. R's 2nd.
17.	P. to K's 5th.	17. Q. takes Q.
18.	Kt. takes Q.	18. K. Kt. to K's 5th
19.	Q. B. takes Q. Kt.	19. B. takes B.
20.	B. takes K. Kt.	20. P. takes B.
21.	Kt. to Q. B's 5th.	21. B. to Q. Kt's 3rd.
22.	Q. R. to B's sq.*	22. Q. R. to Q's sq.
23.	K. R. to Q's sq.	23. Q. R. to Q's 4th.†
24.	Kt. takes K. P.	24. K. R. to Q's sq.‡
25.	Q. R. to Q. B's 4th.§	25. Q. R. takes K. P.
26.	Kt. to K. Kt.'s 3rd.	26. Q. R. takes Q. Kt. P.
27.	K. to B's sq.	27. Q. R. to Q's 4th.
28.	Kt. to K's 2nd.	28. P. to Q. B's 4th.
29.	P. to Q. R's 4th.	29. P. takes Q. P.
30.	R. to Q's 3rd.	30. Q. R. to K's 4th.
31.	P. to K. Kt.'s 3rd.	31. P. to K. Kt.'s 4th.
32.	P. to K. B's 4th.	32. Q. R. to Q's 4th.
33.	P. to K. R's 3rd.	33. B. to Q. B's 4th.
34.	K. to his B's 2nd.	34. P. to Q. Kt.'s 3rd.
35.	K. to B's 3rd.	35. P. to Q. R's 3rd.
36.	P. to K. Kt.'s 4th.	36. P. to Q. Kt.'s 4th.
37.	P. takes Q. Kt. P.	37. Q. R. P. takes P.
38.	R. to Q. B's 2nd.	38. P. to Q. Kt.'s 5th.

* K. R. to K's sq. would have been much better play. The move in the text is merely lost time at a very critical point of the game.

† White plays all the remainder of the game with the greatest care and judgment.

‡ Much better than taking the Q's Pawn at once.

§ This was evidently played without consideration.

39. Kt. to Q. B's sq.	39. P. takes K. B's P.
40. K. takes P.	40. B. to Q. R's 2nd.
41. Kt. to Q. Kt. 3rd.	41. B. to Q. Kt.'s sq. (ch.)
42. K. to his 4th.	42. R. to K's 4th (ch.)
43. K. to B's 3rd.	43. P. to K. B's 4th.
44. R. to Q. B's 4th.	44. P. takes P. (ch.)
45. K. takes P.	45. Q. R. to K. Kt.'s 4th (ch.)
46. K. to R's 4th.	46. B. to K's 4th.

And White wins.

Game V.

Between the same players.

[The Giuoco Piano.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. P. to Q. Kt.'s 4th.*	5. K. B. to Q. Kt.'s 3rd.
6. P. to Q. Kt.'s 5th.	6. Q. Kt. to his sq.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. P. takes P.	8. P. takes P.
9. Q. B. to Q. R's 3rd.	9. K. B. to Q. B's 4th.†
10. B. takes K. B. P. (ch.)	10. Q. takes B.‡
11. B. takes B.	11. Q. Kt. to Q's 2nd.
12. B. to Q. R's 3rd.	12. K. Kt. to K's 2nd.
13. Castles.	13. Castles.
14. Kt. to K. Kt.'s 5th.	14. Q. to K. B's 3rd.
15. Q. to her Kt.'s 3rd. (ch.)	15. K. to R's sq.
16. Kt. to K's 6th.	16. R. to K. B's 2nd.
17. Kt. takes Q. B. P.	17. K. Kt. to his 3rd.
18. Kt. takes Q. R.§	18. K. Kt. to B's 5th.
19. Q. to her B's 4th.	19. Q. to K. Kt.'s 3rd.

* P. to Q's 4th, and, if the Pawn is taken, castling next move is a good and safe mode of carrying on the attack.

† This move loses a Pawn.

‡ If he had taken with the King, Black would equally have won a Pawn by checking with his Q. at her 5th, and then taking the Bishop.

§ A great temptation, doubtless, that of winning a clear Rook; but playing the Kt. to K's 8th, though less promising, would have been a better move perhaps.

20. P. to K. Kt.'s 3rd.	20. Q. to K. R's 4th.*
21. Q. takes B. (ch.)	21. R. to K. B's sq.
22. B. takes R.	22. Kt. to K. R's 6th (ch.)
23. K. to Kt.'s 2nd.	23. Kt. to B's 5th (ch.)

And draws the game by perpetual check.

Game VI.

Between the same players.

[The Giuoco Piano.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. P. to Q's 4th.	5. P. takes P.
6. Castles.†	6. P. to Q's 6th.
7. Q. takes P.	7. P. to Q's 3rd.
8. P. to Q. Kt.'s 4th.	8. B. to Q. Kt.'s 3rd.
9. P. to Q. R's 4th.	9. P. to Q. R's 4th.
10. P. to Q. Kt.'s 5th.	10. Kt. to K's 4th.
11. Kt. takes Kt.	11. Q. takes Kt.
12. K. to R's sq.	12. K. Kt. to B's 3rd.
13. Q. R. to Q. R's 2nd.‡	13. Castles.
14. Q. R. to K's 2nd.	14. Q. B. to K's 3rd.
15. B. takes B.	15. P. takes B.
16. P. to K. B's 4th.	16. Q. to K. R's 4th.
17. Kt. to Q's 2nd.	17. Kt. to Kt.'s 5th.
18. P. to K. R's 3rd.	18. Q. R. to Q's sq.§
19. Kt. to K. B's 3rd.	19. P. to Q's 4th.
20. P. to K's 5th.	20. Kt. to K. R's 3rd.
21. Kt. to Q's 4th.‖	21. B. takes Kt.

* All this is very ingenious.

† This is now considered the best mode of play for the opening player.

‡ The opportunity of bringing this Rook into the field thus early, is of itself, no unimportant advantage on Black's side.

§ He would have lost his Kt. by planting him at K's 6th sq.

‖ Kt. to K. Kt.'s 5th to win the K's Pawn looks very promising, but in reality would not be good. For suppose,

21. Kt. to Kt.'s 5th.	21. Q. takes Kt.
22. P. takes Q.	22. R. takes R. (ch.)
23. K. to R's 2nd.	23. B. to K. Kt.'s 8th (ch.)

And can draw the game at least.

22. P. takes B.	22. P. to K. Kt's 4th.
23. K. to R's 2nd.	23. Q. to R's 5th.
24. P. to K. Kt's 3rd.	24. Q. to R's 4th.
25. Q. R. to Q. B's 2nd.*	25. P. to K. Kt.'s 5th.
26. P. to K. R's 4th.	26. K. R. to B's 2nd.
27. B. to Q's 2nd.	27. Kt. to K. B's 4th.
28. B. takes Q. R. P.	28. P. to Q. Kt.'s 3rd.
29. B. to Q's 2nd.	29. K. to R's sq.
30. K. R. to Q. B's sq.	30. Q. R. to K. B's sq.
31. R. takes Q. B. P.	31. Kt. takes K. R. P.
32. P. takes Kt.	32. Q. takes P. (ch.)
33. K. to Kt.'s 2nd.	33. R. takes R.
34. R. takes R.	34. P. to K. Kt.'s 6th.†
35. R. takes K. R. P. (ch.)	35. Q. takes R.
36. Q. takes Q. (ch.)	

And Black won the game.

GAME VII.

WITH THE EMINENT GERMAN PLAYER, MR. HORWITZ.‡

[GIUOCO PIANO.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	5. P. to Q's 3rd.
6. Castles.	6. Castles.
7. Q. B. to K's 3rd.	7. K. B. to Q. Kt.'s 3rd.
8. P. to Q. R's 4th.	8. P. to Q. R's 3rd.
9. B. takes B.	9. P. takes B.
10. P. to K. R's 3rd.	10. P. to Q's 4th.§
11. P. takes P.	11. K. Kt. takes P.
12. K. R. to K's sq.	12. K. R. to K's sq.
13. Q. Kt. to Q's 2nd.	13. K. Kt. to K. B's 5th.

* It is by this diversion that Black wins the game.

† The attack is very cleverly contrived, but White in his combination, omitted to consider his opponent's next move with the Rook.

‡ Selected from a match won of Mr. Horwitz by the Author in 1846.

§ This move, at the proper moment, seems always to turn the tables on the opening player of the Giuoco Piano, and to give the attack to the other side.

14. Q. Kt. to K. B's sq.	14. Q. B. to K. B's 4th.
15. K. R. to K's 3rd.	15. Q. to K. B's 3rd.
16. Q. to K's sq.	16. Q. R. to Q's sq.
17. P. to Q's 4th.	17. P. to K's 5th.
18. Q. Kt. to K. Kt.'s 3rd.*	18. Kt. takes K. Kt. P.
19. K. takes Kt.	19. P. takes Kt. (ch.)
20. K. to R's 2nd.	20. R. takes R.
21. Q. takes R.	21. B. to Q's 2nd.
22. Kt. to K's 4th.	22. Q. to K. B's 4th.
23. Kt. to K. Kt.'s 5th.	23. P. to K. R's 3rd.
24. Kt. takes P. at K. B's 6th.†	24. Q. takes R. P. (ch.)
25. K. to Kt.'s sq.	25. Q. to Kt.'s 5th (ch.)
26. K. to B's sq.	26. R. to K's sq.
27. Kt. to R's 2nd.	27. R. takes Q.
28. Kt. takes Q.	28. R. to K. R's 6th.‡
29. K. to Kt.'s 2nd.	29. B. takes Kt.
30. R. to K's sq.	30. K. to B's sq.
31. P. to Q's 5th.	31. Kt. to K's 2nd.
32. P. to Q's 6th.	32. Kt. to K. Kt.'s 3rd.
33. R. to K's 4th.	33. Kt. to R's 5th (ch.)
34. K. to Kt.'s sq.	34. B. to K. B's 6th.

White resigns.

Game VIII.

Between the same players.

[The Giuoco Piano.]

White. (Mr. H.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	5. P. to Q's 3rd.
6. K. Kt. to his 5th.	6. Castles.
7. P. to K. B's 4th.	7. P. to Q's 4th.

* Inconsiderately played. By moving the K. Kt. to K. R's 2nd or to Q's 2nd, White would have been relieved from the pressure of the attack, and have had, at least, an equal game.

† Had he taken the K. B. P. with the B. check, and then played B. or Kt. to K's 6th, Black would have won a Piece.

‡ The termination of this game is admirably played by Mr. Horwitz.

8.	P. takes Q. P.	8. K. Kt. takes P.
9.	B. takes K. Kt.	9. Q. takes B.
10.	Q. to K. B's 3rd.	10. Q. to her 2nd.*
11.	Q. to K's 4th.	11. Q. to K. B's 4th.†
12.	P. to K. Kt.'s 4th.‡	12. Q. takes Q.
13.	Kt. takes Q.	13. B. to Q. Kt.'s 3rd.§
14.	P. to K. B's 5th.	14. P. to K. B's 3rd.
15.	Q. Kt. to R's 3rd.	15. Kt. to K's 2nd.
16.	Q. Kt. to B's 4th.	16. Q. B. to Q's 2nd.
17.	P. to Q. R's 4th.	17. Q. B. to his 3rd.
18.	P. to Q. R's 5th.	18. Q. B. takes Kt.
19.	Q. P. takes B.	19. B. to Q. B's 4th.
20.	P. to Q. Kt.'s 4th.	20. B. to Q's 3rd.
21.	B. to K's 3rd.	21. P. to Q. R's 3rd.
22.	K. to his 2nd.	22. K. R. to Q's sq.
23.	Q. R. to Q's sq.	23. Kt. to Q. B's 3rd.
24.	Kt. takes B.	24. P. takes Kt.
25.	B. to Q. Kt.'s 6th.	25. R. to Q's 2nd.
26.	R. to Q's 3rd.	26. Q. R. to Q. B's sq.‖
27.	K. R. to Q's sq.	27. Kt. to K's 2nd.
28.	R. takes P.	28. R. takes R.
29.	R. takes R.	29. R. takes P.
30.	R. checks.	30. K. to B's 2nd.
31.	B. to his 5th.	31. Kt. to K. Kt.'s 3rd.¶

* In a subsequent game at this opening between the same players (See the "Chess Player's Handbook," page 122), Black now invented a counter move, which at once changed the aspect of the game, by giving him an attack and advantage of position almost irresistible. The move in question was:—

10. K. R. to Q's sq.

and the game proceeded as follows:—

11.	Q. takes Q.	11. R. takes Q.
12.	K. to his 2nd.	12. Q. B. to K. Kt.'s 5th (ch.)
13.	K. Kt. to B's 3rd.	13. Q. R. to Q's sq.
14.	P. to Q's 4th.	14. P. takes Q. P.
15.	P. to Q. B's 4th.	15. Q. R. to K's sq. (ch.)

And Black ultimately won the game.

† P. to K. B's 4th would have lost Black his K's Bishop.

‡ This is very ingeniously conceived.

§ B. to K's 2nd would perhaps have been better.

‖ Black could easily have saved the Q. P., by bringing his King up to its support, and in that case, the game in all probability would have been drawn.

¶ There is no saving the game. If the Kt. is played anywhere else, mate follows instanter.

32. P. takes Kt. (ch.)	32. K. takes P.
33. R. to Q's 7th.	33. R. to Q. B's 7th (ch.)
34. K. to B's 3rd.	34. R. takes K. R. P.
35. B. to K. B's 8th.	35. R. to R's 6th (ch.)
36. K. to Kt.'s 2nd.	36. R. anywhere.

And White wins.

Game IX.

Between the same players.

[The Giuoco Piano.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. to Q's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt's 3rd.
7. P. to Q's 5th.	7. Kt. to K's 4th.*
8. Kt. takes Kt.	8. P. takes Kt.
9. Q. Kt. to B's 3rd.	9. K. Kt. to B's 3rd.
10. Castles.	10. P. to K. R's 3rd.
11. Q. to her 3rd.	11. Castles.
12. Q. to K. Kt.'s 3rd.	12. B. to Q's 5th.†
13. Q. B. takes P.	13. Kt. to R's 4th.
14. Q. to K. Kt.'s 5th.	14. Q. to K. B's 3rd.
15. Q. takes Kt.	15. P. takes B.
16. Q. R. to Q's sq.	16. K. to R's sq.
17. R. to Q's 3rd.	17. R. to K. Kt.'s sq.
18. R. to K. B's 3rd.	18. Q. to K. Kt.'s 3rd.
19. Q. takes Q.	19. R. takes Q.
20. K. to R's sq.‡	20. P. to K. B's 3rd.
21. Kt. to his 5th.	21. K. B. to Q. Kt.'s 3rd.
22. P. to Q's 6th.§	22. Q. B. to K. Kt.'s 5th.

* It is still a moot point among Chess authorities, whether this or Kt. to K's 2nd is the better play.

† Had he played Q. to her 3rd, as he appears to have intended when he Castled, White would not have dared to take the K. R. P. on account of Kt. to K. R's 4th, but he could have played his Kt. to Q. Kt.'s 5th, and then B. to Q's 3rd, having a very fine game.

‡ Better than taking the P. because of Q. B. to K. R's 6th.

§ Somewhat hazardous.

23. R. to K. Kt.'s 3rd.	23. P. to Q. B's 3rd.
24. Kt. to Q. B's 3rd.	24. Q. R. to Q's sq.
25. P. to K. B's 3rd.	25. Q. B. to K. R's 4th.
26. R. to K. R's 3rd.	26. K. R. to Kt.'s 4th.
27. K. R. to Q's sq.	27. K. to Kt.'s 2nd.
28. B. to K's 6th.	28. K. B. to Q's 5th.
29. P. to Q's 7th.	29. Q. B. to K. B's 2nd.
30. B. to K. B's 5th.	30. B. to K. Kt.'s 3rd.
31. P. to K. B's 4th.	31. B. takes B.
32. P. takes B.*	32. K. R. takes P.
33. Kt. to K's 2nd.	33. Q. R. takes Q. P.
34. P. to K. Kt.'s 4th.	34. K. R. takes B. P.
35. Kt. takes R.	35. P. takes Kt.
36. Q. R. from K. R's 3rd to Q's 3rd.	36. P. to Q. B's 4th.
37. K. to Kt.'s 2nd.	37. K. to Kt.'s 3rd.
38. K. to B's 3rd.	38. R. to K's 2nd.†
39. P. to Q. Kt.'s 4th.	39. P. to Q. Kt.'s 3rd.
40. P. to K. R's 4th.	40. P. to K. R's 4th.
41. Q. Kt. P. takes B. P.	41. K. R. P. takes P. (ch.)
42. K. takes Kt's P.	42. P. to K. B's 4th (ch.)
43. K. takes P.	43. R. to K's 5th (ch.)
44. K. to B's 3rd.	44. B. takes P.
45. R. to K. R's sq.	45. K. to R's 4th.
46. R. to Q's 5th.	46. R. takes P.
47. R. takes R. (ch.)	47. K. takes R.
48. R. takes K. B. P.	48. P. to Q. R's 4th.
49. P. to Q. R's 4th.	49. B. to Kt.'s 8th.‡
50. R. to K. B's 8th.	50. B. to Q. B's 4th.§
51. R. to K. Kt.'s 8th.	51. K. to R's 4th.

* Much better than taking the Rook.

† If he had played K. to Kt.'s 4th, White's reply would have been P. to K. R's 4th (ch.), and then if the K. took the P., R. to K. R's sq. (ch.), R. to K. R's 5th (ch.), and finally R. takes Q. B. P.

‡ This move enables White to effect his object, which is to confine the adverse King to the extreme line of the board, so that he may play his own to the other side, and at the proper moment exchange his Rook for the Bishop and a Pawn. Black's best move at this point was, perhaps, B. to Q. Kt.'s 5th, for if in that case, White played his R. to K. B's 6th, the King would escape, and although White might gain the Q. Kt. P., he could not win the game.

§ He would evidently have lost his Bishop, if he had attempted to release the King.

52. K. to his fourth.	52. K. to R's 3rd.
53. K. to Q's 5th.	53. K. to R's 2nd.
54. R. to K. Kt.'s 2nd.	54. B. to K's 6th.
55. K. to Q. B's 6th.	

And wins.

Game X.

Between the same players.

[The Giuoco Piano.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. to Q's 3rd.
5. P. to Q's 3rd.	5. Q. to K's 2nd.
6. Q. B. to K's 3rd.	6. K. B. to Q. Kt.'s 3rd.
7. Q. Kt. to Q's 2nd.	7. K. Kt. to B's 3rd.
8. P. to Q. Kt.'s 4th.	8. Q. B. to K's 3rd.
9. K. B. to Q. Kt.'s 5th.	9. Castles on K's side.
10. Q. Kt. to Q. B's 4th.	10. K. Kt. to his 5th.*
11. B. takes B.	11. Q. R. P. takes B.
12. K. B. takes Q. Kt.†	12. P. takes B.
13. Q. Kt. to Q's 2nd.	13. P. to K. B's 4th.‡
14. P. to Q. R's 4th.	14. P. takes K. P.
15. P. takes P.§	15. P. to Q's 4th.
16. Q. to K's 2nd.‖	16. P. to Q. Kt.'s 4th.
17. Castles on K's side.¶	17. Q. Kt. P. takes P.
18. P. to K. R's 3rd.	18. Kt. to K. R's 3rd.
19. K. P. takes P.	19. B. takes Q. P.
20. Q. takes K. P.	20. Q. takes Q.

* This move almost forces White to exchange Bishops, and at the same time it gives Black an opportunity of throwing forward his K. B. P.

† If instead of taking the Kt., P. to K. R's 3rd had been played, Black would probably have left his K's Kt., and moved the other to Q. R's 2nd.

‡ He would have found it very difficult to get his Bishop back again, if he had ventured to take the Q. R. P.

§ Had he taken with the Kt., Black would have attacked it with the Q. P., and have gained time to advance his Pawns still farther.

‖ His best move.

¶ If he had moved P. to Q. R's 5th, Black's reply would have been P. to Q's 5th.

21. K. Kt. takes Q.	21. Kt. to B's 2nd.
22. K. Kt. to Q. B's 4th.*	22. K. R. to K's sq.
23. K. Kt. to K's 3rd.	23. Kt. to Q's 3rd.
24. K. R. to Q. B's sq.	24. B. to K's 3rd.
25. Q. Kt. to K. B's 3rd.	25. Kt. to Q. B's 5th.
26. Kt. takes Kt.	26. B. takes Kt.
27. Kt. to Q's 4th.	27. Q. R. to his 3rd.
28. Q. R. to his 3rd.	28. K. to B's 2nd.
29. K. R. to Q. R's sq.	29. K. R. to Q. R's sq.
30. P. to K. B's 4th.	30. P. to K. Kt.'s 3rd.
31. K. to B's 2nd.	31. P. to K. R's 4th.
32. P. to K. Kt.'s 4th.	32. P. takes P.
33. P. takes P.	33. K. to B's 3rd.
34. P. to K. Kt.'s 5th (ch.)	34. K. to his 2nd.
35. K. R. to K's sq. (ch.)	35. K. to Q's 3rd.
36. Kt. to K. B's 3rd.	36. R. to K. B's sq.
37. K. to Kt.'s 3rd.	37. B. to Q. Kt.'s 6th.
38. Kt. to Q's 2nd.	38. B. to Q. B's 7th.
39. Kt. to Q. B's 4th (ch.)	39. K. to Q's 2nd.
40. R. to K's 2nd.†	40. B. to K. B's 4th.
41. Q. R. to his sq.	41. K. to Q. B's sq.
42. Kt. to Q. R's 5th.	42. K. R. to his sq.‡
43. K. to Kt.'s 2nd.	43. K. R. to his 6th.
44. Q. R. to Q's sq.§	44. Q. R. takes Kt.‖
45. P. takes R.	45. R. takes Q. B. P.
46. P. to Q. R's 6th.	46. K. to Q. Kt.'s sq.
47. R. to Q's 4th.	47. B. to Q. B's 7th.
48. P. to K. B's 5th.	48. P. takes P.¶
49. P. to K. Kt.'s 6th.	49. K. to Q. R's 2nd.
50. P. to K. Kt.'s 7th.	50. B. to Q. Kt.'s 6th.
51. R. takes Q. R. P.	51. B. to Q's 4th (ch.)
52. K. to R's 2nd.	52. R. to Q. B's 8th.

* Better perhaps than Kt. to Q's 7th, because Black might then have played K. R. to Q's sq., and upon the Kt. retreating, have taken K. Kt. P. with his Bishop.

† All this part of the game, it will be observed, is played with remarkable care on both sides.

‡ This counter attack compels White to look at home, and gives a peculiar interest to the position.

§ Threatening mate next move.

‖ K. R. to his sq. would possibly have been better.

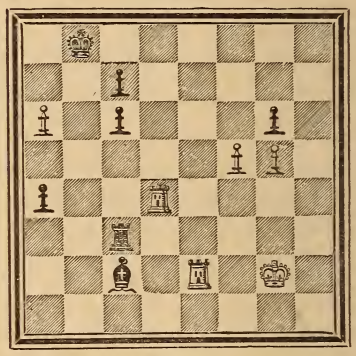
¶ At the end of the game, it was suggested by White, that his adversary would have given him a good deal of trouble by playing P. to Q. R's 6th

53. R. to K. Kt.'s 2nd.	53. B. to K. Kt.'s sq.
54. R. to Q. Kt.'s 2nd.	54. B. to Q's 4th.
55. R. to Q. Kt.'s 7th (ch.)	55. K. to R's sq.

at this point. The following variations will show the nicety of play which in that case would have been required.

Position of the Game at the 48th Move.

BLACK.



WHITE.

Black to play.

WHITE.	BLACK.
	48. P. to Q. R's 6th.
49. P. to K. B's 6th.	

In the first place.

	49. B. to Q. Kt.'s 6th
50. P. to Q. R's 7th (ch.)	50. K. to R's sq. (best)

White's best move; for R. to K. Kt.'s 4th see variation A.

51. R. to K's 8th (ch.)	51. K. takes P.
52. R. to Q. R's 4th (ch.)	52. B. takes R. (or B.)
53. P. to K. B's 7th.	53. P. to Q. R's 7th.
54. R. to K's sq.	

And wins.

(A.)

50. R. to Q. Kt.'s 4th (ch.)	50. K. to R's 2nd.
51. R. takes B.	51. R. takes R.
52. P. to K. B's 7th.	52. R. to Q. Kt.'s sq.
53. R. to K's 8th.	53. P. to Q. R's 7th.
54. R. takes R.	54. P. to R's 8th, becoming a Q.
55. P. to B's 8th, becoming a Q.	55. Q. to R's 7th (ch.)

And draws the game by perpetually checking.

56. P. to Q. R's 7th.	56. R. to K. R's 8th (ch.)
57. K. to Kt.'s 3rd.	57. R. to K. Kt.'s 8th (ch.)
58. K. to B's 2nd.	

And Black resigns.

(B.)

	52. K. to Kt.'s 2nd.
53. R. to Kt.'s 4th (ch.)	53. K. to R's 2nd.
54. R. takes B.	54. R. takes R.
55. P. to K. B's 7th.	55. R. to Q. Kt.'s 7th (ch.)
56. K. to Kt.'s 3rd.	56. P. to R's 7th.
57. P. to B's 8th, "Queens."	

And wins.

In the second place.

	49. P. to Q. R's 7th.
50. R. to K's sq.	50. R. to Q. B's 4th.
51. P. to K. B's 7th.	51. R. takes K. Kt. P. (ch.)
52. K. to R's 2nd.	52. R. to K. B's 4th (best)
53. R. to Q. R's sq.	

(The winning move.)

	53. B. to Q. Kt.'s 8th (or C.)
54. R. to Q. Kt.'s 4th (ch.)	54. K. to R's sq. (or D.)
55. P. to Q. R's 7th.	55. R. takes K. B. P.
56. R. to Kt.'s 8th (ch.)	56. K. takes P.
57. R. from Kt.'s 8th takes B.	57. R. to K. B's 7th (ch.)
58. K. to Kt.'s 3rd.	58. R. to Q. B's 7th.
59. R. to Q. Kt.'s 3rd.	

And wins.

(C.)

	53. R. takes K. B. P.
54. R. takes Q. R. P.	

Winning easily.

(D.)

	54. K. to R's 2nd.
55. R. to Kt.'s 7th (ch.)	55. K. to R's sq.
56. R. takes Q. B. P.	

(If the King take the P. White takes the B. with the Rook from Kt's 7th, as in a previous variation.)

And White must win.

These variations are highly instructive, and will abundantly repay examination.

Game XI.

Between the same players.

[The Giuoco Piano.]

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	5. P. to Q's 3rd.
6. P. to Q. Kt's 4th.	6. B. to Q. Kt.'s 3rd.
7. P. to Q. R's 4th.	7. P. to Q. R's 4th.
8. P. to Q. Kt's 5th.	8. Q. Kt. to K's 2nd.
9. Q. to her Kt's 3rd.	9. Castles.
10. K. Kt. to his 5th.	10. Q. to K's sq.
11. P. to K. B's 4th.*	11. P. takes P.
12. K. to Q's sq.†	12. Q. Kt. to K. Kt.'s 3rd.
13. K. R. to B's sq.	13. Q. B. to Kt.'s 5th (ch.)
14. K. to Q. B's 2nd.	14. P. to K. R's 3rd.
15. K. Kt. to B's 3rd.	15. Q. R. to Q's sq.
16. Q. B. to R's 3rd.	16. K. B. to K's 6th.‡
17. Q. Kt. to Q's 2nd.	17. K. Kt. to Q's 2nd.
18. P. to Q's 4th.	18. Q. B. to K's 3rd.§
19. P. to K. R's 3rd.	19. Kt. to Q. Kt.'s 3rd.
20. P. to Q's 5th.	20. Q. B. to his sq.
21. K. B. to Q's 3rd.	21. P. to K. B's 4th.
22. K. R. to K's sq.	22. Q. to K. B's 2nd.
23. P. to Q. B's 4th.	23. P. takes K. P.
24. Kt. takes P.	24. B. to K. B's 4th.
25. Q. B. to Kt.'s 2nd.	25. B. takes Kt.

* These impetuous attacks are rarely successful against a cool and experienced practitioner, and generally end, as in the present instance, in the assailant overshooting his mark, and then becoming exposed to a more dangerous assault than the one he had threatened his opponent with. In his eagerness, White fails to perceive that advancing this valuable Pawn, at the moment is merely sacrificing it for nothing.

† Too late, White discovers that, to retake would cost his Bishop; for suppose,

12. Q. B. takes P.	12. P. to Q's 4th.
13. B. or P. takes Q. P.	13. Q. Kt. takes B. or P.

And wins a Piece.

‡ Taking off the Kt., and then giving up the exchange, by playing P. to Q's 4th, would have been much better play.

§ To tempt the farther advance of White's Q's Pawn.

26. B. takes B.	26. Kt. to Q's 2nd.
27. Q. to her 3rd.*	27. Kt. from K. Kt.'s 3rd to K's 4th.
28. Kt. takes Kt.	28. P. takes Kt.
29. B. to Q. R's 3rd.	29. Kt. to Q. B's 4th.†
30. B. takes Kt.	30. B. takes B.
31. B. to K. R's 7th (ch.)	31. K. to R's sq.
32. R. takes K. P.	32. Q. to K. B's 3rd.
33. Q. R. to K's sq.	33. B. to K's 6th.
34. R. to K's 6th.	34. Q. to K. R's 5th.
35. Q. R. to K's 2nd.	35. Q. R. to Q's 3rd.
36. B. to K. B's 5th.	36. R. takes R.
37. B. takes R.	37. P. to Q. Kt's 3rd.
38. Q. to K. Kt.'s 6th.‡	38. Q. to K. B's 3rd.§

* The opening player has contrived to creep out of his embarrassments, and bating his lost Pawn, has almost as good a game as his opponent.

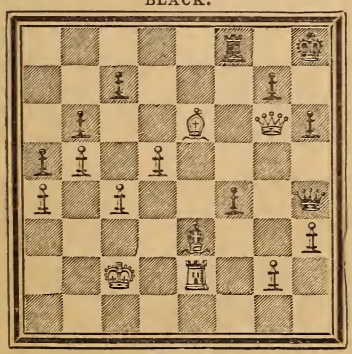
† This involves the loss of the centre Pawn.

‡ By this move White ought to have lost the game.

§ The game is highly interesting from its vicissitudes, but Black's play, in part, evinces unaccountable indifference. A little attention would have won it after the 16th or 17th move, and at this crisis, he again lets slip an opportunity of securing it; for if, instead of challenging an exchange of Queens, he had simply played P. to K. B's 6th, it is difficult to see how his adversary could have saved himself.

The following is the situation:—

BLACK.



WHITE.

Let us suppose now:—

WHITE.	BLACK.
	38. P. to K. B's 6th.
39. P. takes P. or (A.)	39. Q. takes Q. B. P. (ch.)

(Winning the Rook and the game afterwards without much trouble.)

39. Q. takes Q.	39. R. takes Q.
40. K. to Q's 3rd.	40. P. to K. Kt.'s 4th.
41. B. to K. Kt.'s 4th.	41. K. to Kt.'s 2nd.
42. B. to R's 5th.	42. R. to B's sq.
43. P. to K. Kt.'s 3rd.	43. K. to B's 3rd.
44. P. takes P.	44. P. takes P.
45. R. to K. Kt.'s 2nd.	45. K. to his 4th.
46. R. to K. Kt's 6th.	46. R. to K. B's 3rd.
47. R. to Kt.'s 7th.	47. B. to Q. B's 4th.
48. B. to K. B's 3rd.*	48. B. to Q's 3rd.

And, after many moves, the game was abandoned as drawn.

Game XII.

WITH MR. HARRWITZ.†

[The Giuoco Piano.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. Castles.	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	5. P. to Q's 3rd.
6. P. to K. R's 3rd.	6. Castles.
7. Q. B. to K. Kt.'s 5th.	7. P. to K. R's 3rd.

(A.)

38. P. to K. B's 6th.

39. R. takes B. — 39. Q. takes Q. B. P. (ch.)

(He might also play Q. to K. B's 7th (ch.), then take P. with P., &c.

40. K. to Q's 2nd. — 40. P. takes K. Kt. P.

(P. to K. B's 7th would also win).

41. R. to K. Kt.'s 3rd. — 41. R. to B's 7th (ch.)

(If 41. B. to K. B's 4th, Black may take Q. P. (ch.), and then take the B. with his Queen).

42. K. to his 3rd. — 42. Q. to K. B's 5th (ch.)

And mates in two moves.

* Had he taken the Q. B. P., Black could have won still.

† The games with Mr. Harrwitz in the present chapters, together with those previously given at the odds of the Pawn and two moves and of the Pawn and move, were played in a match with the Author, in the autumn of 1846.

The terms of this contest, which excited a good deal of interest and speculation at the time, were somewhat unusual. It was agreed that twenty-one games, exclusive of drawn ones, should be played. In seven of these the Author was to give the large odds of the Pawn and two

8.	Q. B. to K. R's 4th.	8. Q. B. to K's 3rd.
9.	K. B. to Q. Kt.'s 3rd.	9. K. to R's 2nd.
10.	Q. Kt. to B's 3rd.	10. Q. Kt. to K's 2nd.
11.	P. to Q's 4th.*	11. K. P. takes Q. P.
12.	K. Kt. takes P.	12. Q. B. takes K. B.
13.	Q. R. P. takes B.	13. P. to K. Kt.'s 4th.
14.	B. to K. Kt.'s 3rd.	14. B. takes Kt.
15.	Q. takes B.	15. Q. Kt. to K. Kt.'s 3rd.
16.	Q. R. takes Q. R. P.	16. R. takes R.
17.	Q. takes R.	17. K. Kt. to K. R's 4th.
18.	Q. takes Q. Kt. P.	18. P. to K. B's 4th.
19.	K. P. takes K. B. P.	19. R. takes P.
20.	R. to Q's sq.†	20. K. Kt. takes B.
21.	K. B. P. takes Kt.	21. R. to K. B's 2nd.
22.	Kt. to Q's 5th.	22. Kt. to K's 4th.‡
23.	Q. to Q. Kt's 4th.	23. Q. to Q. R's sq.
24.	Q. to Q. R's 4th.	24. Q. to Q. Kt.'s 2nd.
25.	Q. to K's 4th (ch.)	25. K. to K. Kt.'s 2nd.
26.	Kt. to Q. B's 3rd.	26. Q. to Q. Kt.'s 3rd (ch.)
27.	Q. to Q's 4th.	27. Q. to Q. B's 3rd.
28.	P. to Q. Kt.'s 4th.	28. R. to K. B's 4th.
29.	P. to Q. Kt.'s 5th.	29. Q. to Q. B's 5th.
30.	P. to Q. Kt.'s 6th.	30. R. to K. B's 8th (ch.)
31.	K. to R's 2nd.	31. R. takes R.
32.	Q. takes Q.	32. Kt. takes Q.
33.	P. takes Q. B. P.	33. R. to K's 8th.
34.	P. to Q. B's 8th (becoming a Q.)	34. Kt. to K's 6th.
35.	Q. to Q's 7th (ch.)	35. K. to Kt.'s sq.
36.	Q. takes Q. P.	36. Kt. to K. B's 8th (ch.)

moves, in seven more he was to give the Pawn and move, and the remaining seven were to be played without odds of any kind.

In the "Chess Player's Chronicle," for November, 1846, we find the result to have been as follows:—

	S.	H.	Drawn.
Games in which Mr. S. gave the P. and two moves..	4	3	0
Games in which Mr. S. gave the P. and move	1	6	1
Games in which no odds were given	7	0	0
Total.....	12	9	1

* This commences the disruption of Black's game.

† Intending to take the Q's Pawn.

‡ Threatening to attack the Kt. by playing P. to Q. B's 3rd.

37. K. to Kt.'s sq. 37. Kt. takes P. (dis. ch.)
38. K. to B's 2nd.

And Black surrendered.

Game XIII.

Between the same players.

[The Giuoco Piano.]

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q. Kt.'s 4th.	5. B. to Q. Kt.'s 3rd.
6. P. to Q. Kt.'s 5th.	6. Q. Kt. to Q. R's 4th.
7. B. to Q's 3rd.*	7. P. to Q's 4th.
8. Q. to K's 2nd.†	8. Castles.
9. Castles.	9. K. R. to K's sq.‡
10. P. to K. R's 3rd.	10. K. Kt. to R's 4th.§
11. Q. to her sq.	11. K. Kt. to K. B's 5th.
12. Q. to Q. B's 2nd.	12. P. to K. B's 4th.
13. K. Kt. takes K. P.‖	13. R. takes Kt.
14. P. takes K. B. P.	14. Q. to K. Kt.'s 4th.
15. P. to K. Kt.'s 4th.	15. Q. to K. R's 5th.¶

And wins.

Game XIV.

Between the same players.

[The Giuoco Piano.]

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.

* Taking the K's Pawn, the prize apparently which Black had in view when he dislodged the Q. Kt., would have been almost as bad as the play adopted.

† No move can extricate him from the embarrassment of such a position

‡ This gives additional strength to White's terrible attack.

§ Threatening to win the K's Bishop.

‖ He appears to have nothing more promising, bad as this is.

¶ The mate is forced in two moves.

3.	K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4.	P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5.	P. to Q's 4th.	5. P. takes P.
6.	P. takes P.	6. B. to Q. Kt.'s 3rd.
7.	Q. Kt. to B's 3rd.	7. P. to Q's 3rd.
8.	P. to K. R's 3rd.	8. P. to K. R's 3rd.
9.	Castles.	9. Castles.
10.	K. B. to Q. Kt.'s 3rd.*	10. Q. Kt. to K's 2nd.
11.	K. Kt. to K. R's 4th.	11. K. to R's sq.
12.	K. to R's 2nd.	12. Q. Kt. to Q. B's 3rd.
13.	K. Kt. to K. B's 3rd.†	13. Q. to K's 2nd.‡
14.	P. to Q's 5th.	14. Q. Kt. to K's 4th.
15.	K. Kt. takes Kt.	15. P. takes Kt.
16.	Q. to K's 2nd.	16. K. B. to Q. B's 4th.§
17.	P. to K. B's 4th.	17. K. Kt. to Kt.'s 5th (ch.)
18.	K. to Kt.'s 3rd.‖	18. P. takes K. B. P. (ch.)
19.	Q. B. takes P.	19. Kt. to K's 4th.
20.	Q. to K. R's 5th.¶	20. Kt. to K. Kt.'s 3rd.*
21.	P. to K's 5th.†	21. R. to K's sq.
22.	P. to Q's 6th.	22. Q. B. P. takes P.
23.	Kt. to Q's 5th.	23. Kt. takes B.
24.	R. takes Kt.	24. Q. takes K. P.
25.	Q. takes Q.	25. P. takes Q.
26.	R. takes K. B. P.	26. P. to K's 5th.
27.	Kt. to Q. B's 7th.	27. B. to Q's 3rd (ch.)
28.	K. to B's 2nd.	28. B. takes Kt.
29.	R. takes B.	29. Q. R. to Kt.'s sq.
30.	P. to K. Kt.'s 4th.	30. P. to Q. R's 4th.
31.	K. to his 3rd.	31. B. to K's 3rd.
32.	Q. R. to K. B's sq.	32. B. takes B.
33.	P. takes B.	33. Q. R. to Q's sq.

* Apprehending the advance of the Q. Pawn.

† If he had protected the Q. P. in any other way, Black could have taken the K. P. next move.

‡ Threatening to take the Q. P. with the Q. Kt., and when Kt. took Kt., to check with the Q. at K's 4th, and win the Kt. in return.

§ This is subsequently seen to be an important move.

‖ He would obviously have been mated next move had he taken the Kt.; and if he had retired the K. to R's sq., Black would have got a fine attack.

¶ This looks threatening, but is of little avail.

* Kt to Q's 6th would have been still better perhaps.

† The remainder of the game is very instructive.

34. K. R. takes Q. Kt. P.	34. Q. R. to Q's 6th (ch.)
35. K. to his 2nd.	35. Q. R. takes K. R. P.
36. Q. R. to K. B's 7th.	36. K. R. to Q. B's sq.
37. R. takes K. Kt. P.	37. K. R. to Q. B's 7th (ch.)
38. K. to Q's sq.	38. K. R. to K. B's 7th.

And White cannot possibly save the game.

Game XV.

with M. St. Amant.*

[The Giuoco Piano.]

Black. (M. St. A.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q. Kt.'s 4th.	5. B. to Q. Kt.'s 3rd.
6. P. to Q's 3rd.	6. P. to Q's 3rd.
7. Q. B. to K. Kt.'s 5th.	7. P. to Q. R's 3rd.
8. P. to K. R's 3rd.	8. Castles.
9. Q. Kt. to Q's 2nd.	9. Q. B. to K's 3rd.
10. Castles.	10. K. to R's sq.
11. Q. to her Kt.'s 3rd.	11. B. takes B.†
12. Q. Kt. takes B.	12. B. to Q. R's 2nd.
13. Q. Kt. to K's 3rd.	13. Q. Kt. to K's 2nd.
14. K. to R's 2nd.	14. P. to Q. B's 3rd.
15. K. Kt. to R's 4th.	15. Q. Kt. to K. Kt.'s sq.
16. P. to K. Kt.'s 3rd.	16. P. to K. R's 3rd.
17. B. takes Kt.	17. Kt. takes B.
18. Q. R. to K's sq.	18. Q. R. to Q. B's sq.
19. P. to K. B's 4th.	19. P. takes P.
20. P. takes P.	20. B. takes Q. Kt.
21. Q. R. takes B.	21. Kt. to Kt.'s 5th (ch.)‡
22. P. takes Kt.	22. Q. takes Kt. (ch.)

* The games with this celebrated player in the present chapters were played at the St. George's Chess Club, in the summer of 1843. Those in the Grand Match which took place in Paris during the latter end of the same year will be found complete in Book III.

† Q. to her 2nd would have been much better play. The move in the text affords Black time to bring his Q. Kt. into very offensive operation.

‡ Taking the K's Pawn appears to be more advantageous.

23. K. to Kt.'s 2nd.	23. Q. takes P. (ch.)
24. Q. R. to K. Kt.'s 3rd.	24. Q. to K's 7th (ch.)*
25. K. R. to K. B's 2nd.	25. Q. to K. R's 4th.
26. P. to K. B's 5th.	26. P. to Q. Kt.'s 4th.
27. Q. to her Kt.'s 2nd.†	27. P. to Q. B's 4th.
28. K. R. to B's sq.	28. Q. to K. R's 5th.‡
29. P. to K. B's 6th.	29. P. to K. Kt.'s 3rd.
30. Q. to her 2nd.	30. K. to Kt.'s sq.
31. Q. to K. B's 2nd.§	31. Q. to K. R's 4th.
32. K. R. to his sq.	32. Q. to K's 4th.
33. R. takes K. R. P.	33. Q. B. P. takes P.
34. Q. R. to K. R's 3rd.	34. Q. to K. Kt.'s 4th (ch.)
35. K. to R's 2nd.	

White resigned.

GAME XVI.

Between the same players.

[THE GIUOCO PIANO.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. P. to Q's 4th.	5. P. takes P.‖
6. Castles.	6. Q. Kt. to K's 4th.
7. Kt. takes Kt.	7. Q. takes Kt.
8. P. to K. B's 4th.	8. P. takes Q. B. P. (dis. ch.)

* White plays but indifferently throughout. If at this point, with a Pawn superiority, he had simply retired his Q. to K's 3rd, the game would have been rather in his favour.

† Well played. Threatening, in the first place, to bring the King's Rook round to his own sq., and in the second, to open an attack upon the King by advancing his Q. B. P.

‡ Indispensable, or his Queen is lost next move.

§ This is the correct style of play. Black now not only protects his K. B. P., and is therefore enabled to attack the Q. with his K. R., but he also threatens to win the Q. at once, by taking the Kt. P. with R. checking.

‖ It is not advisable to take the P. in this position. The chief authorities recommend the second player to retreat the Bishop to Q. Kt.'s 3rd instead.

9. K. to R's sq.	9. Q. to her 5th.*
10. Q. to her Kt.'s 3rd.	10. Kt. to K. R's 3rd.
11. Q. Kt. takes P.	11. Castles.
12. P. to K. R's 3rd.†	12. P. to Q. B's 3rd.
13. P. to K. B's 5th.	13. Q. to K. B's 3rd.
14. P. to K's 5th.‡	14. Q. to K. R's 5th.
15. Q. B. takes Kt.	15. Q. takes B.
16. Kt. to K's 4th.	16. B. to Q's 5th.
17. Kt. to Q's 6th.	17. Q. to K. R's 4th.
18. B. takes K. B. P. (ch.)	18. R. takes B.
19. P. to K. Kt.'s 4th.	19. B. takes K. P.§
20. Q. R. to K's sq.	20. Q. takes K. R. P. (ch.)
21. Q. takes Q.	21. B. takes Kt.
22. Q. R. to K's 8th (ch.)	22. B. to his sq.
23. K. R. to K's sq.	23. P. to Q's 4th.
24. Q. R. to Q's 8th.	24. R. to Q's 2nd.
25. K. R. to K's 8th.	25. R. takes R.
26. R. takes R.	26. P. to Q. Kt.'s 3rd.
27. Q. to K's 3rd.	27. Q. B. to Kt.'s 2nd.
28. R. takes R.	28. B. takes R.
29. Q. to K's 6th (ch.)	29. K. to R's sq.
30. Q. to K. B's 7th.	

And Black resigned.

Game XVII.

WITH MR. COCHRANE.

[Counter Gambit in the King's Knight's Opening.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. P. to Q's 4th.

* The usual move is to take the Q. Kt. P. with P., but that leads to a disastrous game for Black (*e. g.*):—

	9. P. takes Q. Kt. P.
10. P. takes Q.	10. P. takes R. (becoming a Q.)
11. Q. to her 5th.	

And Black cannot save the game.

† This is necessary, for if:—

12. P. to K. B's 5th.	12. Kt. to his 5th.

Followed by Q. to K. Kt.'s 8th (ch.), and Kt. to K. B's 7th mate.

‡ From this point the attack is not to be resisted.

§ He has no better move.

3.	Kt. takes P.*	3	Q. to K's 2nd.
4.	P. to Q's 4th.	4.	P. to K. B's 3rd.
5.	Q. Kt. to B's 3rd.†	5.	P. takes Kt.
6.	Kt. takes Q. P.	6.	Q. to her 3rd.
7.	P. takes P.	7,	Q. takes P.
8.	K. B. to Q's 3rd.	8.	K. B. to Q's 3rd.‡
9.	P. to K. B's 4th.	9.	Q. to K's 3rd.
10.	P. to K. B's 5th.	10.	Q. to K's 4th.
11.	Q. B. to K. B's 4th.	11.	Q. takes Q. Kt. P.
12.	B. takes B.	12.	P. takes B.
13.	Kt. to Q. B's 7th (ch.)	13.	K. to Q's sq.
14.	Kt. takes Q. R.	14.	P. to Q. Kt.'s 3rd.
15.	Castles.	15.	B. to Q. Kt.'s 2nd.
16.	B. to Q. B's 4th.	16.	Q. to K's 4th.
17.	B. to Q's 5th.	17.	K. to Q. B's sq.
18.	P. to Q. R's 4th.	18.	Q. Kt. to B's 3rd.
19.	Q. R. to Kt.'s sq.	19.	B. takes Kt.
20.	P. to Q. R's 5th.	20.	K. to B's 2nd.
21.	Q. R. to Kt.'s 5th.	21.	Q. Kt. to Q's 5th.§
22.	P. takes P. (ch.)	22.	P. takes P.
23.	Q. to her 3rd.	23.	Kt. takes R.
24.	Q. to B's 4th (ch.)	24.	K. to Kt.'s sq.
25.	Q. takes Kt.	25.	Q. to her 5th (ch.)
26.	K. to R's sq.	26.	B. takes B.
27.	Q. to K's 8th (ch.)	27.	K. to B's 2nd.
28.	P. takes B.	28.	Kt. to K. B's 3rd.
29.	Q. takes R.	29.	Kt. to K. Kt.'s 5th.
30.	P. to K. R's 3rd.	30.	Kt. to K. B's 7th (ch.)
31.	R. takes Kt.	31.	Q. takes R.
32.	Q. takes K. Kt. P. (ch.)		

And Black resigned.

* It is considered slightly better to take the Q. P. with P. instead of the K. P. with Kt.

† The idea of sacrificing the K. Kt. at this point, for the purpose of obtaining a vigorous attack, is quite characteristic of this brilliant player. Another fine game at the same opening will be found in the "Chess Player's Handbook," p. 101.

‡ This appears to be an indispensable preparation for the threatened attack of White's Q. B. or K. B. P., next move.

§ Black might now have extricated himself in a great measure, by checking at Q's 5th, and thus compelling an exchange of Queens.

Game XVIII.

Between the same players.

[Evans' Gambit.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. B. to Q. Kt.'s 3rd.*
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. P. to Q's 3rd.
9. Q. B. to Kt.'s 2nd.	9. K. Kt. to B's 3rd.
10. P. to K's 5th.	10. P. takes P.
11. Q. B. to Q. R's 3rd.	11. B. takes Q. P.†
12. Q. to her Kt.'s 3rd.	12. Q. to her 2nd.
13. K. Kt. to his 5th.	13. Q. Kt. to Q's sq.
14. Q. Kt. to B's 3rd.	14. P. to K. R's 3rd.
15. K. Kt. to K's 4th.	15. Kt. takes Kt.
16. Kt. takes Kt.	16. P. to Q. Kt.'s 3rd.
17. K. B. to Q's 5th.	17. Q. B. to Kt.'s 2nd.‡
18. B. takes B.	18. Kt. takes B.
19. Q. R. to Q's sq.	19. Castles on Q's side.
20. K. R. to K's sq.	20. P. to K. B's 4th.
21. Kt. to Q. B's 3rd.	21. Q. to her B's 3rd.
22. Kt. to Q. Kt.'s 5th.	22. K. to Kt.'s sq.
23. Q. R. to Q. B's sq.	23. Kt. to Q. B's 4th.
24. Kt. takes B.	24. P. takes Kt.
25. B. takes Kt.	

And wins.

Game XIX.

Between the same players.

[Evans' Gambit.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.

* It is better to play 6. P. to Q's 3rd before retiring the B., because the second player then evades an attack suggested by the author beginning with 6. P. to K's 5th. See p. 2 of this volume, and p. 136 of the "Chess Player's Handbook."

† The proper mode of replying to Black's move, is to play Q. B. to K's 3rd.

‡ If P. to Q. B's 3rd, Black can check with his Kt. at Q's 6th.

3.	K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4.	P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5.	P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6.	Castles.	6. B. to Kt.'s 3rd.
7.	P. to Q's 4th.	7. P. takes P.
8.	Kt. takes P.	8. B. takes Kt.
9.	P. takes B.	9. P. to Q's 3rd.
10.	P. to K. B's 4th.	10. K. Kt. to B's 3rd.
11.	P. to K's 5th.	11. P. takes P.
12.	K. B. P. takes P.	12. Kt. to Q's 4th.
13.	Q. B. to Q. R's 3rd.	13. B. to K's 3rd.
14.	Q. to her 3rd.	14. Q. to K. Kt.'s 4th.
15.	Q. B. to his sq.	15. Q. to K. Kt.'s 5th.
16.	K. B. to Q. Kt.'s 5th.	16. Castles on K's side.
17.	B. takes Q. Kt.	17. P. takes B.
18.	P. to Q. R's 4th.*	18. Kt. to Q. Kt.'s 5th.
19.	Q. to her 2nd.	19. P. to Q. R's 4th.
20.	Q. R. to his 3rd.	20. Q. R. to Q's sq.
21.	K. R. to B's 4th.	21. Q. to K. R's 4th.
22.	Q. R. to K. Kt.'s 3rd.	22. P. to Q. B's 4th.
23.	Q. Kt. to B's 3rd.	23. P. takes Q. P.
24.	Kt. to K's 4th.†	24. K. to R's sq.
25.	Kt. to K. Kt.'s 5th.‡	25. P. to K. R's 3rd.
26.	Kt. to K B's 3rd.	26. P. to K. Kt.'s 4th.
27.	R. takes Q. P.	27. R. takes R.
28.	Q. takes R.	28. Kt. to Q's 4th.
29.	P. to K R's 4th.	29. P. to K. Kt.'s 5th.
30.	Kt. to Q's 2nd.	30. P. to Q. B's 4th.
31.	Q. to K's 4th.	31. Q. takes K. R. P.
32.	Kt. to K. B's sq.	32. P. to K. B's 4th.
33.	P. takes P. in passing.	33. Q. takes P.
34.	Q. to K's 2nd.	34. P. to Q. B's 5th.§
35.	Kt. to K's 3rd.	35. Kt. to Q. B's 6th.
36.	Q. to Q. B's 2nd.	36. Q. to B's 7th (ch.)‖

* To enable him to bring the Q. R into the field.

† Threatening to win the Q. next move.

‡ Q. R. to K. Kt.'s 5th, followed by Q. to K. B's 2nd, would be of no avail, on account of White's playing his Kt. to Q's 6th, at the proper moment.

§ An unpresuming but a very important move, because it provides for Black's threatened attack with his Bishop on the Queen.

‖ Cleverly played.

37.	Q. takes Q.	37.	R. takes Q.
38.	Kt. takes K. Kt. P.*	38.	R. to Q. B's 7th.
39.	R. takes Kt.	39.	R. takes R.
40.	B. to Q. Kt.'s 2nd.	40.	B. takes Kt.
41.	B. takes R. (ch.)		

And the game was drawn.

GAME XX.

Between the same players.

[EVANS' GAMBIT.]

	BLACK. (Mr. S.)		WHITE. (Mr. C.)
1.	P. to K's 4th.	1.	P. to K's 4th.
2.	K. Kt. to B's 3rd.	2.	Q. Kt. to B's 3rd.
3.	K. B. to Q. B's 4th.	3.	K. B. to Q. B's 4th.
4.	P. to Q. Kt.'s 4th.	4.	B. takes Kt. P.
5.	P. to Q. B's 3rd.	5.	K. B. to R's 4th.
6.	Castles.	6.	B. to Q. Kt.'s 3rd.
7.	P. to Q's 4th.	7.	P. takes P.
8.	P. takes P.	8.	P. to Q's 3rd.
9.	Q. B. to Kt.'s 2nd.	9.	K. Kt. to B's 3rd.
10.	P. to Q's 5th.	10.	Q. Kt. to K's 2nd.
11.	P. to K's 5th.	11.	P. takes P.
12.	Q. B. takes P.	12.	Castles.
13.	B. takes Kt.	13.	P. takes B.
14.	Q. Kt. to B's 3rd.	14.	Kt. to K. Kt.'s 3rd.
15.	Q. Kt. to K's 4th.	15.	Q. B. to K. Kt.'s 5th.
16.	Q. to her Kt.'s 3rd.†	16.	Q. B. takes Kt.
17.	Q. takes Q. B.	17.	K. to Kt.'s 2nd.
18.	Kt. to K. Kt.'s 3rd.	18.	K. to R's sq.
19.	Q. R. to Q's sq.‡	19.	Kt. to K's 4th.
20.	Q. to K's 4th.	20.	Kt. takes B.
21.	Q. takes Kt	21.	K. R. to Kt.'s sq.
22.	Q. to K. R's 4th.	22.	R. to K. Kt.'s 3rd.

* It is quite clear that Black would have gained nothing by taking the R., on account of his opponent's replying with Kt. to K's 5th (ch.) &c.

† To release his Q., and also with the intention of playing her to Q. B's 3rd.

‡ Kt. to K. R's 5th, and, if White then played Kt. to K's 4th, Q. to K. B's 5th, seems stronger; but White instead of moving his Kt., would probably have played B. to Q's 5th, and it was to guard against this move, the Rook was moved to Q's sq.

23. Q. R. to Q's 3rd.	23. Q. to K. Kt.'s sq.
24. K. to R's sq.*	24. R. to K. Kt.'s 4th.
25. Kt. to K. R's 5th.	25. Q. to K. Kt.'s 3rd.
26. Q. R. to K. R's 3rd.†	26. B. takes K. B. P.‡
27. Q. takes B.§	27. R. takes Kt.
28. R. takes R.	28. Q. takes R.
29. Q. takes P. (ch.)	29. K. to Kt.'s sq.
30. R. to K. B's 3rd.‖	

And wins.

GAME XXI.

Between the same players.

[EVANS' GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Q. Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. B. to Q. Kt.'s 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. Kt. takes P.	8. B. takes Kt.
9. P. takes B.	9. P. to Q's 3rd.
10. P. to K. B's 4th.	10. K. Kt. to B's 3rd.
11. P. to K's 5th.	11. Q. P. takes P.
12. K. B. P. takes P.	12. K. Kt. to Q's 4th.
13. Q. B. to Q. R's 3rd.	13. Q. B. to K's 3rd.
14. Q. to Q's 3rd.	14. Q. Kt. to K's 2nd.
15. Q. Kt. to Q's 2nd.	15. Castles.
16. Q. Kt. to K's 4th.	16. P. to K. R's 3rd.
17. K. B. takes Kt.	17. B. takes B.
18. Kt. to K. B's 6th (ch.)¶	18. P. takes Kt.

* A necessary precaution before pursuing the attack any farther.

† Threatening to take the doubled P. for nothing.

‡ This looks clever at first sight, but it was an ill-considered move, nevertheless.

§ Taking with the R. was of course out of the question, because of the threatened mate at Q. Kt.'s 8th.

‖ We have here an instance showing the importance of rapidly bringing all the Pieces into play. White's Rook has never been moved throughout the game, and for any use it is, might as well be off the board.

¶ Some nicety was demanded here in the order of the moves. If

19. Q. B. takes Kt.	19. Q. takes B.
20. Q. to K. Kt.'s 3rd (ch.)*	20. K. to R's 2nd.†
21. P. takes P.	21. K. R. to K. Kt.'s sq.
22. P. takes Q.	22. R. takes Q.
23. P. takes R.	23. Q. R. to K's sq.
24. Q. R. to K's sq.	24. B. to K's 3rd.
25. R. to K's 5th.	

And wins.

Game XXII.

Between the same players.

[Evans' Gambit.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. B. to Q. Kt.'s 3rd.
7. Q. B. to Q. R's 3rd.	7. P. to Q's 3rd.
8. P. to Q's 4th.	8. P. takes P.
9. P. takes P.	9. K. Kt. to B's 3rd.
10. P. to K's 5th.	10. P. takes P.
11. Q. to her Kt.'s 3rd.	11. Q. to Q's 2nd.
12. P. takes P.	12. Q. Kt. to R's 4th.‡
13. P. takes K. Kt.§	13. Q. Kt. takes Q.
14. K. R. to K's sq. (ch.)	14. K. to Q's sq.
15. B. to K's 7th (ch.)	15. K. to his sq.
16. P. takes K. Kt. P.	16. K. R. to Kt.'s sq.
17. B. to K. B's 6th. (dis. ch.)	17. Q. to K's 3rd.

Black had taken the Kt. before giving this check, his adversary might have retorted by taking his Kt., and then have managed to escape.

* At this moment, again, it was indispensably necessary to check before taking the Pawn, or White could have frustrated the attack by playing his Q. to K's 5th.

† If to R's sq., Black would have taken the doubled P. with his R.

‡ This we take to be his best resource. If, instead of attacking the Queen, he had played away his K. Kt., the attack would have been overpowering.

§ From this somewhat unexpected move to the end the game is very lively and amusing.

18. B. takes Q.	18. B. takes B.
19. Q. R. P. takes Kt.	

Winning easily.

Game XXIII.

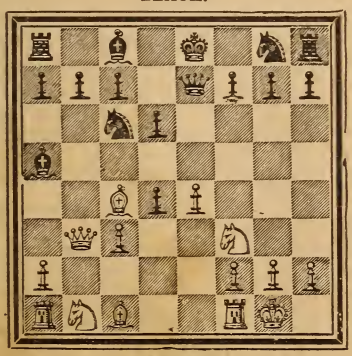
WITH ONE OF OUR FIRST-RATE PLAYERS.

[Evans' Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. P. to Q's 3rd.
7. Q. to her Kt.'s 3rd.	7. Q. to K's 2nd.
8. P. to Q's 4th.	8. P. takes P.*

* In a recent number of the "Chess Player's Chronicle," published at the time the present volume was at press, will be found a series of ingenious variations on the Evans' Gambit, by Mr. G. Waller of Dublin, and among them, an examination of the probable defences to a similar attack. In Mr. Waller's valuable analysis this position,

BLACK.



WHITE.

is brought about, as follows:—

1 P. to K's 4th.	1. P. to K's 4th.
2 K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4 P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.

9. P. to K's 5th.	9. Q. P. takes K. P.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. Q. to her Kt.'s 3rd.	8. Q. to K's 2nd.

Mr. Waller examines the most likely moves of defence for the second player to adopt at this point, viz.:—

8. Q. to K's 2nd.	8. Q. to K. B's 3rd.
8. Q. to Q's 2nd.	8. Q. B. to K's 2nd.

under the different heads (A.), (B.), (C.), and (D.), as follows:—

(A.)

	8. Q. to K's 2nd.
9. P. to K's 5th.	9. P. takes P.

It seems necessary to take the Pawn, if

	9. Kt. takes P.
10. Kt. takes Kt.	10. Q. takes Kt.

Taking with the Pawn would cost a Piece.

11. B. takes P. (ch.)	11. K. to B's sq.
12. P. takes P.	12. Q. takes P.
13. B. to K. R's 5th.	13. Q. to K. B's 3rd.
14. Q. to Q. Kt.'s 5th.	

And will win a Piece; but if,

	12. Q. to K. B's 3rd.
13. B. takes Kt.	13. R. takes B.
14. Q. B. to Q. Kt.'s 2nd.	

Though minus a Pawn, has a fine game.

10. R. to K's sq.

In the First place:—

	10. B. to Q. Kt.'s 3rd
11. B. to Q. R's 3rd.	11. Q. to K. B's 3rd.
12. Kt. takes K. P.	12. Kt. takes Kt.
13. B. takes K. B. P. (ch.)	13. K. to Q's sq.
14. Q. to Q's 5th (ch.)	

Were Kt. to interpose, R. would mate; therefore,—

	14. Q. B. to Q's 2nd.
15. R. takes Kt.	15. P. to Q. B's 3rd.
16. R. to K's 8th (ch.)	16. K. to Q. B's 2nd.
17. B. to Q's 6th (ch.)	17. Q. takes B.
18. Q. takes Q. (ch.)	18. K. takes Q.
19. R. takes R.	

And wins.

In the Second place:—

	10. B. to Q. Kt.'s 3rd.
11. B. to Q. R's 3rd.	11. Kt. to Q. R's 4th.
12. Q. to Q. B's 2nd.	12. Q. to K. B's 3rd.
13. R. takes P. (ch.)	13. K. to Q's sq.
14. R. to Q's 5th (ch.)	14. B. to Q's 2nd.
15. Kt. to K's 5th.	

And wins.

10. B. to Q. R's 3rd. 10. Q. to K. B's 3rd.

In the Third place:—

10. P. takes P.

(If White were now to attack the Queen, by playing Q. B. to R's 3rd, Black would reply by interposing K's Bishop, and after the exchanges consequent upon this move, would retain the Pawn.) Therefore,—

11. Q. Kt. takes P. 11. B. takes Kt.

Though minus three Pawns, the position of White is so very strong, that no defence Black can adopt will save the game. If he play

11. K B. to Q. Kt.'s 3rd.

12. Q. B. to R's 3rd. 12. Q. Kt. to R's 4th.
13. Q. to Q. Kt.'s 5th (ch.) 13. P. to Q. B's 3rd.
14. Q. takes K. P. 14. Q. takes Q.
15. R. takes Q. (ch.)

And wins.

Or, if he play—

11. Q. B. to K's 3rd.

12. Q. takes Q. Kt. P. 12. B. takes Kt.
13. Q. takes Kt. (ch.) 13. K. to B's sq.
14. Q. takes R. (ch.) 14. Q. to K's sq.
15. Q. takes Q. (ch.) 15. K. takes Q.
16. K. B. checks. 16. K. to B's sq.
17. Q. B. checks. 17. Kt. to K's 2nd.
18. Q. R. to Q's sq.

And wins.

12. Q. takes B. 12. Q. B. to K's 3rd.

I see no better move. If—

12. P. to K. B's 3rd.

13. Q. B. to R's 3rd. 13. Q. to Q's sq.
14. Q. R. to Q's sq. 14. Q. B. to Q's 2nd.
15. K. B. to K's 6th.

And wins.

13. Kt. takes K. P. 13. Q. to K. B's 3rd.

If,—

13. Castles.

14. Kt. takes Kt. 14. P. takes Kt.
15. Q. takes K. Kt. P. 15. K. Kt. to B's 3rd.
16. B. takes B. (ch.)*

And wins.

14. B. to K. Kt's 5th. 14. Q. takes B.
15. Kt. takes Kt. 15. P. takes Kt.
16. B. takes B. 16. P. takes B.
17. Q. takes P. (ch.)

And wins.

---

* We presume Mr. Waller saw that Black, for his 16th move, could take the Bishop. In that case, White apparently would win by playing 17. Q. B. to K. Kt.'s 5th.

11. P. takes P. 11. P. to K's 5th.

(B.)

8. Q. to K. B's 3rd.

9. P. takes P. 9. B. to Q. Kt.'s 3rd.

(If this move were not made, the Bishop might be lost by White's playing, first, P. to Q's 5th, and on Knight's retiring, Q. to Q. Kt's 5th, checking.)

10. P. to K's 5th. 10. P. takes P.

If,—

10. Q. to K. Kt.'s 3rd.

11. P. takes P. 11. P. takes P. (best).

12. Kt. to K. Kt.'s 5th. 12. K. Kt. to R's 3rd.

13. R. to K's sq. (ch.) 13. Q. Kt. to K's 2nd.

14. Q. Kt. to B's 3rd. 14. K. B. takes P.

15. Q. Kt. to Q's 5th.

If,—

15. B. takes R.

16. Kt. takes Kt. 16. Q. to K.R's 4th.

17. Kt. takes Q. B. (dis. ch.) 17. K. moves.

18. Q. takes Q. Kt. P.

And wins.

If,—

15. B. to K. B's 3rd.

16. Q. B. to K. B's 4th.

In this position White must win, suppose Black to play—

16. K. to B's sq.

17. B. takes Q. P.

Or,—

16. K. to Q's sq.

17. Q. to Q. Kt.'s 4th.

If he play—

16. Q. B. to K's 3rd.

17. K. Kt. takes B. 17. P. takes Kt.

18. Kt. to Q. B's 7th (ch.) 18. K. to Q's sq.

19. Q. takes Q. Kt. P.

And wins.

Or, if he play—

16. B. takes Kt.

17. B. takes B. 17. Q. takes B.

18. R. takes Kt. (ch.) 18. K. to Q's sq.

19. Q. R. to K's sq.

And ought to win.

11. P. takes P. 11. Q. to K. Kt.'s 3rd.

12. Kt. to K. Kt.'s 5th. 12. Kt. to K. R's 3rd.

13. P. to K's 6th. 13. B. takes P.

14. B. takes B. 14. P. takes B.

15. Kt. takes P.

And has the best of the game.

(C.)

8. Q. to Q's 2nd.

9. P. to K's 5th. 9. P. takes P.

12. K. Kt. to his 5th.	12. K. Kt. to R's 3rd.*
13. K. Kt. takes K. P.	13. Q. takes Q. P.
14. Q. Kt. to B's 3rd.	14. B. takes Q. Kt.
15. K. Kt. to his 5th.	15. Q. Kt. to Q. R's 4th.
16. B. takes K. B. P. (ch.)	16. K. to Q's sq.†
17. Kt. to K's 6th (ch.)	17. Q. B. takes Kt.‡
18. Q. takes Q. B.	18. Q. Kt. to B's 3rd.§.

10. Kt. takes P.	10. Kt. takes Kt.
11. R. to K's sq.	11. P. to K. B's 3rd.

(This appears to be his only move; the Queen cannot go to the support of the Knight, without incurring loss by the check of White Queen at Q. Kt.'s 5th.)

12. B. takes K. Kt.	12. P. takes P.
13. B. takes R. P.	13. P. to Q. B's 6th.

(He dare not take the Bishop with Rook; the check of Queen at K. Kt.'s 8th would force the game in a few moves, nor is his counter attack of any avail.)

14. R. takes Kt. (ch.)	14. P. takes R.
15. B. to K. Kt.'s 6th (ch.)	15. K. moves.
16. Q. B. checks.	

And wins.

(D.)

	8. Q. B. to K's 3rd.
9. B. takes B.	9. P. takes B.
10. P. takes P.	10. Q. to Q's 2nd.
11. P. to Q's 5th.	11. Kt. to Q's sq.
12. P. takes P.	12. Kt. takes P.

Were Queen to take Pawn, it would cost a Piece.

13. Q. takes Q. Kt. P., and ought to win.

* He would have lost a Piece in return, and have got a broken, bad position by taking the Kt.

† If Kt. takes B. mate evidently ensues in two moves.

‡ Had he played up his King, the following moves show the game must have been equally lost.

	17. K. to Q's 2nd.
18. Q. to her Kt.'s 5th (ch.)	18. P. to Q. B's 3rd (best)
19. Q. to K. Kt.'s 5th.	19. Q. to K. B's 3rd.
20. R. to Q's sq. (ch.)	

And wins.

§ This appears to be his best move. If Q. to her 2nd, White plays R. to Q's sq., and wins; and if, instead, K. Kt. takes B., mate follows immediately.

	18. Kt. takes B.
19. B. to K. 7th (ch.)	19. K. to his sq.
20. B. to Q's 6th.	

Dis. ch., and mating in two moves.

19. Q. R. to Q's sq.	19. B. to Q's 7th.
20. K. R. to K's sq.	20. K. Kt. takes B.
21. Q. takes K. Kt.	

And Black resigns.

Game XXIV.

Between the same players.

[Evans' Gambit.]

Black. (Mr. S.)	White. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. B. to Kt.'s 3rd.
7. P. to Q's 4th.	7. K. P. takes P.
8. P. to K's 5th.*	8. P. to Q's 4th.
9. P. takes P. (in passing.)	9. Q. takes P.
10. K. Kt. to Kt.'s 5th.	10. K. Kt. to R's 3rd.†
11. R. to K's sq. (ch.)	11. Q. Kt. to K's 2nd.
12. B. to Q. R's 3rd.	12. P. to Q. B's 4th.
13. P. takes Q. P.	13. Castles.‡
14. Q. to Q. B's 2nd.§	14. Q. B. to K. B's 4th.
15. P. takes P.	15. B. takes Q.
16. P. takes Q.	16. Q. Kt. to K. B's 4th.
17. Q. Kt. to Q's 2nd.‖	17. K. R. to Q's sq.
18. Q. R. to Q. B's sq.	18. Q. B. to Q. R's 5th.
19. Q. Kt. to K's 4th.	19. Q. B. to his 3rd.
20. K. Kt. takes K. B. P.	20. Kt. takes Kt.
21. Kt. to K. Kt.'s 5th.	21. K. R. to K. B's sq.

* An analysis of this variation by the celebrated Indian player, Ghulam Kassim, will be found in Vol. VI., page 47, of the "Chess Player's Chronicle."

† If Q. B. to K's 3rd, Black could have replied with B. to Q. R's 3rd, and then K. R. to K's sq. Q. Kt. to K's 4th would also have been dangerous, on account of Black's playing Q. B. to K. B's 4th.

‡ Had he ventured to take the Q. P., Black would have won a Piece by taking the Kt. with his R. checking.

§ Threatening mate and also to win a Piece.

‖ Not to B's 3rd, though a tempting move, because of White's playing K. B. to Q's 5th.

22. K. R. to K's 7th.	22. Kt. to K. R's 3rd.*
23. P. to Q's 7th.	23. Q. R. to Q's sq.
24. Q. R. to Q's sq.	

Winning easily.

Game XXV.

WITH MR. POPERT.

[Scotch Gambit.]

Black. (Mr. P.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. Q. to K. R's 5th.†
5. Q. to her 3rd.‡	5. K. Kt. to B's 3rd.
6. Q. Kt. to B's 3rd.	6. K. B. to Q. Kt.'s 5th.
7. Q. B. to Q's 2nd.	7. Q. Kt. to K's 4th.§
8. Q. to K's 3rd.	8. P. to Q's 3rd.‖
9. K. B. to Q's 3rd.	9. Castles.
10. K. Kt. to B's 3rd.	10. Q. to K. R's 4th.
11. Kt. takes Kt.	11. P. takes Kt.
12. Castles on K's side.	12. B. takes Kt.
13. B. takes B.	13. K. R. to K's sq.

* It is quite evident that taking the R. would have been ruinous to him.

† At the period when the present games were played with Mr. Popert, this move, then lately introduced, was much in vogue, and almost up to the present day it has been thought to prove that the first player in the Scotch Gambit could not safely take the Pawn at his 4th move with the Knight.

Since the publication of the "Chess Player's Handbook," however, where this move is examined at some length, a different opinion is beginning to prevail, and few players acquainted with the variation would now be deterred from taking the Pawn with the Knight on account of Q. to K. R's 5th.

‡ The counter-move, suggested in the "Handbook," and which first occurred in a game between Mr. Horwitz and the author, is 5. K. Kt. to Q. Kt.'s 5th. (See the work mentioned, p. 170.)

§ There appears to be no valid objection to White's winning the K. P., by taking off the Q. Kt. at this moment.

‖ It is very questionable whether now the K. P. could be taken advantageously, for suppose—

	B. takes Q. Kt.
Q. B. takes B.	Q. or Kt. takes K. P.
Kt. to Q. Kt.'s 5th.	

And Black has certainly as good a game as White.

14. Q. to K. Kt.'s 3rd.	14. Q. to K. R's 3rd.
15. Q. R. to Q's sq.*	15. Kt. to K. R's 4th.
16. Q. to K. B's 3rd.†	16. Kt. to K. B's 3rd.
17. P. to K. R's 3rd.	17. Q. B. to Q's 2nd.
18. Q. to K. Kt.'s 3rd.	18. Kt. to K. R's 4th.
19. Q. to K. R's 4th.	19. Q. to K. Kt.'s 3rd.
20. Q. B. to Q's 2nd.	20. P. to K. R's 3rd.
21. P. to K. Kt's 4th.	21. Kt. to K. B's 3rd.
22. Q. B. to his 3rd.‡	22. Q. B. to his 3rd.
23. P. to K. B's 4th.	23. Kt. takes K. P.
24. Q. R. to K's sq.§	24. Q. R. to Q. B's sq.
25. B. takes K. P.	25. P. to K. B's 3rd.
26. K. B. takes Kt.	26. B. takes B.
27. P. to K. B's 5th.	27. B. takes K. B. P.
28. R. takes B.	28. P. takes B.
29. Q. to K. B's 2nd.‖	29. P. to K's 5th.
30. Q. takes Q. R. P.	30. Q. to her 3rd.
31. Q. to K's 3rd.	31. R. to K's 3rd.
32. K. to Kt.'s 2nd.	32. P. to Q. Kt.'s 3rd.
33. Q. R. to K's 2nd.	33. Q. R. to K's sq.
34. P. to Q. B's 4th.	34. Q. to her B's 3rd.
35. P. to Q. Kt.'s 3rd.	35. Q. R. to Q's sq.
36. Q. to K. B's 2nd.	36. P. to K's 6th (dis. ch.)
37. Q. to K. B's 3rd.	37. Q. to K's sq.
38. K. R. to Q's 5th.	38. R. takes R.
39. Q. takes R.	39. K. to R's sq.
40. K. to K. Kt.'s 3rd.¶	40. Q. to K's 2nd.

* Taking the K. P. must have cost a Piece, as White's reply would have been Kt. to K. R's 4th.

† Q. to K. R's 4th, although an odd looking move, strikes us as better than the one made; it threatens at once the winning of the K. P., and if White attempt to dislodge the Queen, by throwing forward his K. Kt. P., he weakens his position and may lose a Piece, for suppose—

BLACK.	WHITE.
16. Q. to K. R's 4th.	16. P. to K. Kt.'s 4th.
17. B. to Q's 2nd.	17. P. to K. B's 3rd.
18. P. to K. Kt.'s 4th, &c.	

‡ P. to Kt.'s 5th would have been too hazardous.

§ No advantage could have accrued from attacking the Q. with the K. B. P., either now or on the following move, as White might immediately have challenged an exchange of Queens at his K. Kt.'s 4th.

‖ To enable him to take the K. P. without losing a Pawn in return.

¶ The admirable use he made of his King was a striking feature in the game of this profound and thoughtful player.

41. Q. to K. B's 5th.	41. P. to Q. B's 3rd.
42. Q. to K. B's 4th.	42. P. to Q. B's 4th.
43. P. to K. R's 4th.	43. R. to K's 5th.
44. Q. to K. B's 5th.	44. Q. to her 3rd (ch.)
45. K. to K. B's 3rd.	45. R. to K's sq.*
46. K. to Kt.'s 2nd.	46. R. to K. B's sq.
47. Q. to K's 4th.	47. R. to K. B's 5th.
48. Q. to K's 8th (ch.)	48. K. to R's 2nd.
49. Q. takes K. P.	49. R. takes P. (ch.)
50. K. to R's 3rd.	50. R. to Q's 5th.
51. Q. to K's 5th.	51. R. to Q's 6th (ch.)
52. K. to Kt.'s 2nd.	52. Q. to Q. B's 3rd (ch.)
53. Q. to K's 4th (ch.)	53. Q. takes Q.
54. R. takes Q.	54. R. to Q's 7th (ch.)
55. K. to B's 3rd.	55. R. takes Q. R. P.
56. R. to K's 6th.	56. R. to Q. R's 6th.

The game was prolonged to nearly 100 moves, and was finally given up as a drawn battle.

GAME XXVI.

Between the same players.

[SCOTCH GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Mr. P.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. checks.
5. P. to Q. B's 3rd.	5. P. takes P.
6. Castles.	6. P. to Q. B's 7th.
7. Q. takes P.	7. P. to Q's 3rd.
8. P. to Q. R's 3rd.	8. B. to Q. R's 4th.
9. P. to Q. Kt.'s 4th.	9. B. to Q. Kt.'s 3rd.
10. Q. B. to Q. Kt.'s 2nd.†	10. K. Kt. to B's 3rd.
11. P. to K's 5th.	11. P. takes P.
12. Kt. takes P.	12. Kt. takes Kt.
13. B. takes Kt.	13. Castles.
14. Q. Kt. to B's 3rd.	14. Kt. to K. Kt.'s 5th.

* Threatening to win the Queen.

† Q. to Q. Kt.'s 3rd is now considered rather stronger, but the game is opened in strict accordance with the most approved authorities of the time.

15. Q. B. to K. Kt.'s 3rd.	15. Q. to K. Kt.'s 4th.*
16. Q. R. to K's sq.	16. Q. B. to K. B's 4th.
17. Q. to Q. Kt.'s 3rd.	17. Kt. to B's 3rd.
18. R. to K's 7th.†	18. Q. B. to K. Kt.'s 3rd.
19. Q B. takes Q. B. P.	19. Kt. to K. Kt.'s 5th.‡
20. Kt. to Q's 5th.	20. B. takes B.
21. R. takes B.	21. Q. R. to K's sq.
22. Q. to K. Kt.'s 3rd.§	22. P. to K. R's 3rd.
23. P. to K. B's 4th.	23. Q. to K. B's 4th.‖
24. Kt. to K's 7th (ch.)	24. R. takes Kt.
25. R. takes R.	25. Q. to K. B's 3rd.
26. Q. takes Kt.	26. Q. takes R.
27. Q. takes B.	27. Q. to K's 6th (ch.)
28. K. to R's sq.	28. Q. takes Q. R. P.
29. Q. to K's 4th.	29. Q. to Q. B's 6th.¶
30. P. to K. R's 3rd.	30. R. to Q. B's sq.
31. B. to Q's 3rd.	31. R. to Q's sq.
32. R. to K. B's 3rd.	32. P. to K. Kt.'s 3rd.
33. B. to Q. B's 4th.	33. R. checks.
34. K. to R's 2nd.	34. Q. to K's 8th.
35. Q. takes K. Kt. P. (ch.)	

And wins.

* Intending, if White were tempted to play P. to K. R's 3rd, to move the Kt. to K's 6th.

† This secures the winning a Pawn in return for that sacrificed in the opening, and at the same time keeps the attack in White's hands.

‡ Opening his Queen on the adverse Rook.

§ An important move, preventing the threatened danger on the King's side, and threatening to win a Piece.

‖ If to K. R's 4th, he would have lost a Piece (*e. g.*):—

	23. Q. to K. R's 4th.
24. P. to K. R's 3rd.	24. Kt. to K. B's 3rd.
25. Kt. takes Kt. (ch.)	25. P. takes Kt.
26. P. to K. B's 5th, &c.	

¶ He would evidently have lost his Queen by taking the Pawn.

GAME XXVII.

Between the same players.

(In this game the first sixteen moves on each side were the same as those in the preceding game.)

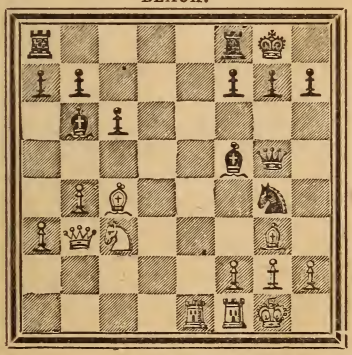
[SCOTCH GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Mr. P.)
17. Q. to her Kt.'s 3rd.	17. P. to Q. B's 3rd.*
18. P. to Q. R's 4th.†	18. Q. R. to Q's sq.
19. Kt. to K's 2nd.	19. P. to Q. R's 3rd.
20. P. to Q. Kt.'s 5th.	20. Q. R. P. takes P.
21. Q. R. P. takes P.	21. K. B. to Q. R's 4th.

* The object of this move is to induce White to play his Q. B. to Q's 6th, Black then intending to take the K. B's Pawn with the Kt.

† In a subsequent game White ventured the dangerous move of B. to Q's 6th, and the following beautiful variation was the result :—

BLACK.



WHITE.

WHITE.	BLACK.
18. B. to Q's 6th.	18. Kt. takes K. B. P.
19. B. takes K. R.	19. Q. B. to K. R's 6th.
20. K. B. takes K. B. P. (ch.)	20. K. takes Q. B.
21. B. to Q's 5th.	21. Q. B. P. takes B
22. Q. takes P.	22. Q. to K. B's 3rd.
23. P. takes B.	23. Kt. takes P. (double ch.)
24. K. to Kt's 2nd.	24. Kt. to K. B's 7th.
25. Kt. to K's 4th.	25. Q. to K. Kt's 3rd (ch.
26. Q. to K. Kt.'s 5th.	26. Q. to her B's 3rd
27. R. takes Kt. (ch.)	27. B. takes R.
28. K. takes B.	28. K. to Kt.'s sq.

And White wins.

22. Q. R. to his sq.	22. Q. B. P. takes P.
23. Q. takes P.	23. P. to Q. Kt.'s 3rd.
24. Q. R. to Q's sq.	24. P. to K. R's 3rd.
25. R. takes R.	25. R. takes R.
26. Q. B. to K. B's 4th.	26. Q. to K. Kt.'s 3rd.
27. Kt. to Q's 4th.	27. Q. B. to Q's 2nd.*
28. Q. to her Kt.'s 3rd.	28. Q. to K. B's 3rd.
29. Kt. to K's 2nd.	29. Q. B. to K's 3rd.
30. B. takes B.	30. Q. takes B.
31. Q. takes Q.	31. P. takes Q.
32. P. to K. R's 3rd.	32. Kt. to K. B's 3rd.
33. B. to K's 5th.	33. K. to B's 2nd.
34. R. to Q. B's sq.	34. R. to Q's 2nd.
35. R. to Q. B's 6th.	35. Kt. to K's 5th.
36. B. to Q's 4th.	36. P. to Q. Kt.'s 4th.
37. P. to K. B's 3rd.	37. Kt. to Q's 7th.
38. B. to K's 3rd.	38. Kt. to Q. B's 5th.
39. B. to Q. B's 5th.	39. R. to Q's 8th (ch.)
40. K. to R's 2nd.	40. P. to K's 4th.
41. P. to K. R's 4th.	41. B. to Q's sq.
42. Kt. to Q. B's 3rd.	42. R. to Q's 2nd.
43. Kt. takes Q. Kt. P.	43. B. takes K. R. P.
44. B. to Q's 6th.	44. Kt. takes B.
45. Kt. takes Kt. (ch.)	45. K. to his Kt.'s sq.
46. Kt. to K's 4th.	46. B. to K's 2nd.
47. R. to K's 6th.	47. B. to Q's sq.
48. K. to R's 3rd.†	48. R. to K's 2nd.
49. R. to Q. R's 6th.	49. B. to Q. B's 2nd.
50. K. to his Kt.'s 4th.	50. R. to K. B's 2nd.
51. Kt. to K. Kt.'s 3rd.	

The game was protracted for some time, but was ultimately declared drawn.

* If he had taken the Bishop, White, by checking with his Q. at K's 8th, and then taking the K. B. P. with the Bishop, would have had a winning game.

† He would evidently have lost his Rook had he taken the K's Pawn.

GAME XXVIII.

WITH MR. COCHRANE.

[SCOTCH GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. Kt. takes P.
4. Kt. takes P.	4. Kt. to K's 3rd.
5. K. B. to Q. B's 4th	5. Q. to K. B's 3rd.
6. Kt. to Kt.'s 4th.	6. Q. to Q's 5th.
7. Q. to K's 2nd.	7. P. to K. R's 4th.
8. P. to Q. B's 3rd.	8. Q. to Q. Kt.'s 3rd.
9. Kt. to K's 5th.*	9. P. to K. R's 5th.
10. P. to K. R's 3rd.	10. P. to K. Kt.'s 3rd.
11. Castles.	11. K. Kt. to B's 3rd.
12. P. to Q. Kt.'s 4th.	12. P. to Q. B's 4th.
13. P. to Q. Kt.'s 5th.	13. P. to Q's 3rd.
14. Kt. to K. B's 3rd.	14. Q. B. to Q's 2nd.
15. P. to Q. R's 4th.	15. K. B. to R's 3rd.
16. B. takes B.	16. R. takes B.
17. P. to Q. R's 5th.	17. Q. to Q. B's 2nd.
18. Q. Kt. to R's 3rd.	18. Castles.
19. Q. R. to Q's sq.	19. Q. R. to K's sq.†
20. Q. to Q's 3rd.	20. Q. Kt. to K. B's 5th.
21. Q. to Q's 2nd.	21. R. takes K. P.‡
22. Kt. to K. Kt.'s 5th.	22. P. to Q's 4th.
23. Kt. takes R.	23. Kt. takes Kt.
24. Q. to K's 3rd.	24. R. to R's 4th.
25. B. to Q's 3rd.§	25. R. to Kt.'s 4th.

* Attacking the Q. with the B., would have been of no avail, and might have jeoparded the safety of the Kt.

† Taking the Q. R. P. would have been imprudent.

‡ White sacrifices the exchange, but obtains a good attack by this play.

§ If he had ventured to take the Q. P. with his B., White would have had the better game (*e. g.*):—

25. B. takes P.	25. Kt. takes B.
26. Q. takes Kt.	26. Kt. takes Q. B. P.

Regaining the exchange, with a better position.

If

26. R. takes Kt.	26. R. takes R.
27. Q. takes Kt.	27. Q. to K's 4th.

With a good game.

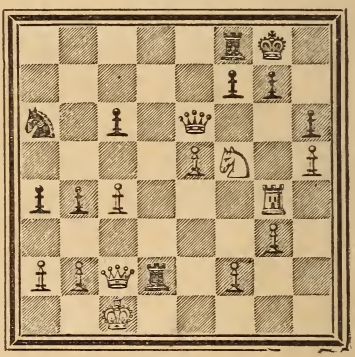
26. B. takes Kt.	26. P. takes B.
27. R. takes B.*	27. K. takes R.†
28. R. to Q's sq. (ch.)	28. K. to B's sq.
29. Kt. to Q. B's 4th.‡	29. R. takes P. (ch.)
30. K. to R's sq.	30. P. to K. B's 4th.§
31. Kt. to Q's 6th (ch.)	

And wins.

* The only move to give a hope of extrication.

† A difficult situation for both parties, and one full of interest for the lovers of ingenious end games.

BLACK.



WHITE.

If now, instead of taking the Rook with the King, White had taken the K. Kt. P. with his Rook, the following moves are probable.

	27. R. takes P. (ch.)
28. K. to R's sq.	28. Q. takes R.
29. Kt. to Q. B's 4th.	29. R. to K. Kt.'s 6th.

(Black could draw the game by taking the Q. B. P. at once.)

30. Q. takes Q. B. P. (ch.)

And wins.

‡ This move was evidently made without consideration, and ought to have lost the game. The proper play, we believe, was P. to Q. Kt.'s 6th, forcing the Queen away from the diagonal line she now occupies, and then the Knight might have been placed effectively either at B's 4th or Kt.'s 5th, according to circumstances.

§ Here Mr. Cochrane omitted unaccountably to take advantage of Black's error at the 29th move. If he had now played the Kt. to Q's 4th, the game was his.

GAME XXIX.

Between the same players.

[THE SCOTCH GAMBIT.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. Q. Kt. takes P.
4. K. Kt. takes P.	4. Q. Kt. to K's 3rd.
5. K. B. to Q. B's 4th.	5. P. to Q. B's 3rd.
6. K. Kt. takes K. B. P.*	6. K. takes Kt.
7. B. takes Kt. (ch.)	7. K. takes B.
8. Castles.	8. K. to his B's 2nd.
9. Q. B. to K's 3rd.	9. K. Kt. to K's 2nd.
10. P. to K. B's 4th.	10. P. to Q's 4th.
11. P. to K. B's 5th.	11. K. to his Kt.'s sq.†
12. P. to Q. B's 4th.	12. P. to Q's Kt.'s 4th.
13. Q. B. P. takes Q. P.	13. P. takes P.
14. Q. Kt. to B's 3rd.	14. Q. B. to Q. Kt.'s 2nd.
15. P. to K's 5th.	15. P. to Q. Kt.'s 5th.‡
16. P. to K. B's 6th.	16. P. takes P.
17. K. P. takes P.	17. Kt. to K. Kt.'s 3rd.
18. P. to K. B's 7th (ch.)	18. K. to Kt.'s 2nd.
19. Q. to her 4th (ch.)	

And Black surrendered.

GAME XXX.

Between the same players.

[SCOTCH GAMBIT.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. Kt. takes P.
4. Kt. takes P.	4. Kt. to K's 3rd.
5. K. B. to Q. B's 4th.	5. Q. to K. B's 3rd.

* This sacrifice is one of Mr. Cochrane's many brilliant conceptions. It certainly merits consideration, since the first player obtains a fine attack, and forces the adverse King into a very exposed and dangerous situation.

† He should have retreated the King to his own sq. again. By playing him to the Kt.'s he loses the game.

‡ P. to K. R's 3rd would, at any rate, have prolonged the game.

6.	K. Kt. to B's 3rd.	6. K. B. to Q. B's 4th.
7.	Castles.	7. P. to Q's 3rd.
8.	Q. Kt. to B's 3rd.	8. K. Kt. to K's 2nd.
9.	P. to K's 5th.*	9. Q. to K. Kt.'s 3rd.†
10.	P. takes P.	10. K. B. takes P.
11.	K. B. to Q. Kt.'s 5th (ch.)	11. K. Kt. to Q. B's 3rd.
12.	Q. to K's 2nd.	12. Castles.
13.	Q. Kt. to K's 4th.	13. Q. B. to Q's 2nd.
14.	K. Kt. to R's 4th.	14. Kt. from K's 3rd to Q's 5th.
15.	Kt. takes Q.	15. Kt. takes Q. (ch.)
16.	B. takes Kt.	16. R. P. takes Kt.
17.	Kt. takes B.	17. P. takes Kt.
18.	K. R. to Q's sq.	18. K. R. to K's sq.
19.	Q. B. to K's 3rd.	19. Kt. to Q. Kt.'s 5th.
20.	R. takes P.	20. Kt. takes Q. B. P.
21.	Q. R. to Q. B's sq.	21. Kt. takes B.
22.	P. takes Kt.	22. R. takes P.
23.	B. to K. B's 3rd.	23. B. to K's 3rd.
24.	P. to Q. Kt.'s 3rd.‡	24. Q. R. to Q. Kt.'s sq.
25.	K. to B's 2nd.	25. K. R. to K's 4th.
26.	Q. R. to B's 7th.	26. K. R. to Q. R's 4th.
27.	K. R. to Q's 2nd.	27. P. to Q. Kt.'s 3rd.
28.	P. to K. Kt.'s 4th.	28. K. to R's 2nd.
29.	P. to K. R's 4th.	29. Q. R. to Q. B's sq.
30.	Q. R. to K's 7th.	30. Q. R. to Q. B's 8th.
31.	Q. R. to K's 8th.§	31. Q. R. to Q. B's sq.
32.	Q. R. to K's 7th.	32. P. to K. Kt.'s 4th.
33.	B. to K's 4th (ch.)	33. K. to Kt.'s sq.
34.	K. to Kt.'s 3rd.	34. K. R. to K's 4th.
35.	K. R. to Q. B's 2nd.	35. P. takes P. (ch.)

* An excellent move, enabling him to bring his Q. Kt. into effective play immediately.

† Taking the Pawn would be fatal, for example:—

	9. P. takes P.
10. Q. Kt. to K's 4th.	10. Q. to K. B's 4th or K. Kt.'s 3rd.
11. B. takes Kt.	11. Q. takes Q. Kt.
12. B. takes K. B. P. (ch.)	

And must win.

‡ If he had taken the Q. Kt. P., he must have lost his own in return, by Q. R. to Q. Kt.'s sq.

§ Well played, as Black dare not permit the other Rook to come down.

36. K. takes P.	36. P. to K. Kt.'s 4th (ch.)
37. K. to Kt.'s 3rd.*	37. Q. R. takes R.
38. B. takes R.	38 R. to K's 7th.
39. B. to K. B's 5th.	39. P. to Q. R's 4th.
40. K. to B's 3rd.	40. R. to K's 4th.
41. K. to B's 2nd.	41. K. to K. B's sq.
42. R. to Q. Kt.'s 7th.	42. B. takes B.
43. P. takes B.	43. R. takes P. (ch.)

And wins.

Game XXXI.

Between the same players.

[Scotch Gambit.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. P. to Q's 3rd.
5. Castles.	5. Q. B. to K. Kt.'s 5th.
6. P. to Q. B's 3rd.	6. Q. Kt. to K's 4th.
7. K. B. to K's 2nd.	7. B. takes Kt.
8. B. takes B.	8. P. takes Q. B. P.
9. Q. Kt. takes P.	9. K. Kt. to K. B's 3rd.
10. K. B. to K's 2nd.	10. K. B. to K's 2nd.
11. P. to K. B's 4th.†	11. Q. Kt. to Q's 2nd.
12. K. R. to K's B's 3rd.	12. Castles.
13. R. to K. Kt.'s 3rd.	13. Q. Kt. to Q. B's 4th.
14. K. B. to K. B's 3rd.	14. K. to R's sq.
15. Q. B. to K's 3rd.‡	15. K. Kt. to Q's 2nd.
16. P. to K. B's 5th.	16. K. B. to B's 3rd.
17. Q. R. to Q. Kt.'s sq.	17. B. takes Q. Kt.
18. P. takes B.	18. P. to Q. Kt.'s 3rd.
19. Q. B. to Q's 4th.§	19. K. Kt. to K's 4th.

* K. to R's 5th would have cost him the exchange, the young player will perceive.

† Black's game at this point looks better than his antagonist's, but for this advantage he has given up a Pawn.

‡ P. to Q. Kt.'s 4th would have driven back the Q. Kt., and seriously restrained his after movements.

§ P. to K's 5th looks a much stronger move, for suppose:—

19. P. to K's 5th.	19. K. Kt. takes P.
20. B. takes R.	20. Q. takes B.

20. Q. to K's 2nd.	20. K. R. to K's sq.
21. Q. R. to Q's sq.	21. Q. to K. B's 3rd.
22. K. to R's sq.	22. Q. R. to Q's sq.
23. K. R. to R's 3rd.	23. Q. Kt. to Q's 2nd.
24. P. to K. Kt.'s 4th.*	24. P. to Q. B's 4th.
25. Q. B. to K's 3rd.	25. Kt. takes K. B.
26. Q. takes Kt.	26. Q. to K's 4th.†
27. P. to K. Kt.'s 5th.	27. Kt. to K. B's sq.‡
28. Q. to K. R's 5th.	28. P. to K. Kt.'s 3rd.
29. Q. to K. R's 6th.	29. Q. to K. Kt.'s 2nd.
30. Q. takes Q. (ch.)	30. K. takes Q.
31. P. to K. B's 6th (ch.)	31. K. to Kt.'s sq.

And wins.

Game XXXII.

Between the same players.

[The Scotch Gambit.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. Kt. takes P.
4. Kt. takes Kt.	4. P. takes Kt.
5. B. to Q. B's 4th.	5. K. Kt. to B's 3rd.
6. Castles.	6. P. to Q's 3rd.
7. Q. takes P.	7. Q. B. to K's 3rd.
8. B. takes B.	8. P. takes B.
9. P. to K's 5th.	9. P. takes P.
10. Q. takes P.	10. Q. to her 3rd.§
11. Q. to her Kt.'s 5th (ch.)	11. Q. to B's 3rd.
12. Q. takes Q. (ch.)	12. P. takes Q.
13. Q. Kt. to B's 3rd.	13. K. B. to Q's 3rd.
21. B. takes Kt.	21. P. takes B.
22. Q. to K. R's 5th.	

With the "exchange" and a strong position.

* This seems premature. By advancing the Q. B. P. first, and thus enabling the B. to retire when attacked, to Q. R's sq., the game would have been all in Black's favour.

† Better play than moving the Kt. to K's 4th.

‡ No advantage would have accrued from capturing the K's Pawn.

§ When subjected to an annoying attack of this kind, which, without being dangerous, may become so if not met at once; it is frequently well for the defending player to get an exchange of Queens.

14. R. to K. sq.	14. K. to his B's 2nd.
15. Kt. to K's 4th.	15. P. to K. R's 3rd.
16. B. to Q's 2nd.	16. K. R. to Q's sq.*
17. B. to his 3rd.	17. Kt. to Q's 4th.
18. P. to Q. R's 3rd.	18. Q. R. to Q. Kt.'s sq.
19. P. to Q. Kt.'s 4th.	19. Kt. to Q. Kt.'s 3rd.
20. B. to Kt.'s 2nd.	20. Kt. to B's 5th.
21. Kt. takes B. (ch.)	21. R. takes Kt.
22. B. to his 3rd.	22. Q. R. to Q. Kt.'s 4th.
23. K. R. to K's 4th.	23. Q. R. to Q's 4th.†
24. P. to K. Kt.'s 3rd.	24. Q. R. to Q's 8th (ch.)
25. R. takes R.	25. R. takes R. (ch.)
26. K. to Kt.'s 2nd.	26. Kt. takes Q. R. P.
27. R. to K. Kt.'s 4th.	27. P. to K. Kt.'s 4th.
28. P. to K. R's 4th.	28. R. to Q's 4th.
29. B. to Q. Kt.'s 2nd.	29. Kt. takes Q. B. P.
30. R. to Q. B's 4th.	30. Kt. to K's 8th (ch.)‡
31. K. to B's sq.	31. Kt. to Q's 6th.
32. B. to his 3rd.	32. P. to Q. B's 4th.
33. P. to Q. Kt.'s 5th.	33. R. to K. B's 4th.
34. K. to his 2nd.	34. Kt. takes K. B. P.§
35. P. to K. Kt.'s 4th.	35. Kt. takes K. Kt. P.
36. R. takes Kt.	36. K. to his 2nd.

And Black ultimately won by the strength of his Pawns.

GAME XXXIII.

Between the same players.

[THE SCOTCH GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.

* Threatening to take the Q. R. P. (ch.), then take the Kt., and afterwards the Bishop, winning a Pawn.

† The being enabled to double the Rooks before retiring the Kt., may be said to win the game for Black.

‡ This is better than playing the Kt. to K's 6th (ch.), followed by R. to Q's 7th (ch.), when the Kt. was taken.

§ Black takes this Pawn, foreseeing that it involves the loss of his Kt., but relying upon his force in Pawns.

5.	Castles.	5. Q. to K. B's 3rd.
6.	P. to Q. B's 3rd.	6. P. to Q's 3rd.
7.	P. to Q. Kt.'s 4th.	7. K. B. to Q. Kt.'s 3rd.
8.	Q. B. to K. Kt.'s 5th.	8. Q. to K. Kt.'s 3rd.
9.	Q. B. P. takes P.	9. Kt. takes Q. P.*
10.	Kt. takes Kt.	10. B. takes Kt.
11.	Q. takes B.	11. Q. takes B.
12.	P. to K. B's 4th.	12. Q. to K. Kt.'s 3rd.
13.	Q. Kt. to B's 3rd.†	13. P. to Q. B's 3rd.
14.	P. to K's 5th.	14. P. to Q's 4th.
15.	Q. R. to Q's sq.	15. K. Kt. to K's 2nd.
16.	B. to Q's 3rd.	16. B. to K. B's 4th.
17.	B. takes B.	17. Kt. takes B.
18.	Q. to Q. B's 5th.	18. P. to Q. Kt.'s 3rd.
19.	Q. to K. B's 2nd.	19. Castles on K's side.
20.	Kt. to K's 2nd.	20. Q. to K's 3rd.
21.	P. to K. Kt.'s 4th.	21. Kt. to K. R's 3rd.
22.	P. to K. R's 3rd.	22. P. to Q. B's 4th.‡
23.	P. takes P.	23. P. takes P.
24.	Q. takes P.	24. Kt. takes K. Kt. P.
25.	P. takes Kt.	25. Q. takes P. (ch.)
26.	K. to B's 2nd.	26. Q. to K. R's 5th (ch.)
27.	K. to K's 3rd.	27. Q. R. to Q. B's sq.
28.	Q. takes Q. P.	28. K. R. to Q's sq.
29.	Q. to Q. Kt.'s 7th.	29. Q. to R's 6th (ch.)
30.	R. to K. B's 3rd.	30. Q. to K. B's 4th.
31.	R. takes R. (ch.)	31. R. takes R.
32.	Kt. to Q's 4th.	32. Q. to K. R's 4th.
33.	Q. takes Q. R. P.	33. Q. to K. R's 8th.
34.	Kt. to K's 2nd.	

And wins.

* He gains another Pawn, but affords his opponent an opportunity of rapidly occupying the field.

† Black's game is now capitally developed, while the forces of White are all at home.

‡ A needful precaution to prevent the adverse Kt. from marching to Q's 4th.

GAME XXXIV.

Between the same players.

[SCOTCH GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. P. to Q's 3rd.
5. Kt. takes P.	5. Kt. takes Kt.
6. Q. takes Kt.	6. Q. B. to K's 3rd.
7. K. B. to Q's 3rd.	7. P. to Q. B's 4th.
8. B. to Q. Kt.'s 5th (ch.)	8. B. to Q's 2nd.
9. Q. to Q. R's 4th.	9. K. Kt. to B's 3rd.
10. Q. B. to K. Kt.'s 5th.	10. K. B. to K's 2nd.
11. B. takes Kt.	11. K. B. takes B.
12. P. to Q. B's 3rd.	12. P. to Q. R's 3rd.
13. B. takes B. (ch.)	13. Q. takes B.
14. Q. takes Q. (ch.)	14. K. takes Q.*
15. Q. Kt. to Q's 2nd.	15. K. R. to K's sq.
16. Castles on K's side.	16. K. to B's 3rd.
17. P. to K. Kt.'s 3rd.	17. P. to K. R's 4th.
18. P. to K. R's 4th.	18. P. to K. Kt.'s 4th.
19. P. takes P.	19. B. takes P.
20. P. to K. B's 4th.	20. B. to B's 3rd.
21. Q. R. to Q's sq.	21. P. to Q. Kt.'s 4th.
22. K. to B's 2nd.†	22. K. R. to K. Kt.'s sq.
23. K. R. to R. sq.	23. P. to K. R's 5th.
24. P. takes P.	24. R. to K. Kt.'s 5th.‡
25. K. to B's 3rd.	25. Q. R. to K. Kt.'s sq.
26. Kt. to K. B's sq.	26. B. takes K. R. P.
27. Q. R. to Q's 5th.	27. K. R. to Kt.'s 8th.
28. R. takes R.	28. R. takes R.
29. Kt. to K's 3rd.§	29. B. to K's 2nd.

* The forces are now quite equal both in numbers and position, with the exception of what we think a slight advantage on Black's side, from his having a Knight opposed to his adversary's Bishop.

† When the Queens are gone, it is mostly of great importance to bring the King into action speedily.

‡ All this part of the game, from the moment when the Queens were changed, is played on both sides with great care and decision.

§ Threatening the dangerous move of Kt. to K. B's 5th.

30. R. to K. B's 5th.*	30. R. to K. Kt.'s 2nd.
31. Kt. to Q's 5th.	31. K. to Q's 2nd.
32. P. to Q. R's 4th.†	32. B. to Q's sq.‡
33. P. takes P.	33. P. takes P.
34. Kt. to K's 3rd.	34. P. to K. B's 3rd.
35. R. to Q's 5th.§	35. B. to K's 2nd.
36. Kt. to B's 5th.	36. R. to Kt.'s 8th.
37. Kt. to K's 3rd.	37. R. to Q. Kt.'s 8th.
38. Kt. to Q's sq.‖	38. K. to his 3rd.
39. P. to K. B's 5th (ch.)	39. K. to Q's 2nd.
40. K. to K's 2nd.	40. B. to his sq.¶
41. R. to Q's 3rd.	41. B. to K. R's 3rd.
42. R. to K. R's 3rd.	42. B. to K. Kt.'s 4th.
43. R. to R's 7th (ch.)	43. K. to Q. B's 3rd.
44. R. to K. Kt.'s 7th.**	44. R. to Q. B's 8th.
45. Kt. to K's 3rd.	45. R. to Q. Kt.'s 8th.
46. Kt. to Q's 5th.††	46. R. takes P. (ch.)
47. K. to B's 3rd.	47. P. to Q. Kt.'s 5th.
48. P. to Q. B's 4th.	

And White cannot possibly avoid the impending mate at his Q. B's 2nd.

GAME XXXV.

WITH ONE OF THE FINEST PLAYERS OF THE DAY.

[SCOTCH GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. Kt. to B's 3rd.
5. Q. B. to K. Kt.'s 5th.	5. P. to K. R's 3rd.

* Much better now than the meditated move before spoken of.

† Hoping to break up White's Pawns on the Q's side, an important consideration at this crisis.

‡ He would obviously have lost a Pawn in return by the check of the Kt. at Q. Kt.'s 6th, had he taken the one proffered.

§ Again threatening to play with effect the Kt. to B's 5th.

‖ For some time at least this renders White's chief Piece *hors de combat*.

¶ Well played. Black dare not now move the King as he wished to Q's 2nd.

** Intending at the fitting moment to take the Bishop.

†† White is now completely in the toils without a chance of extrication.

6. Q. B. takes Kt.	6. Q. takes B.
7. Castles.	7. K. B. to Q. B's 4th.
8. P. to Q. B's 3rd.	8. P. to Q's 6th.
9. P. to K's 5th.	9. Q. to K. B's 5th.
10. Q. takes P.	10. Castles.
11. P. to Q. Kt.'s 4th.	11. B. to Q. Kt. 3rd.
12. P. to Q. R's 4th.	12. P. to Q R. 4th.
13. P. to K. Kt.'s 3rd.	13. Q. to K. Kt. 5th.*
14. P. to Q. Kt.'s 5th.	14. Kt. to K's 2nd.
15. Q. Kt. to Q's 2nd.	15. Kt. to K. Kt.'s 3rd.
16. K. to R's sq.	16. P. to Q. 4th.
17. B. takes Q. P.	17. Q. B. to K's 3rd.
18. B. takes Q. Kt. P.	18. Q. R. to Q's sq.
19. Q. to K's 4th.	19. Q. to K. R's 4th.
20. Q. to K's 2nd.	20. Q. B. to K. Kt's 5th.
21. Q. R. to Q's sq.	21. K. R. to K's sq.
22. Q. Kt. to Q. B's 4th.†	22. Q. R. takes R.
23. R. takes R.	23. Kt. takes K. P.
24. Q. Kt. takes Kt.	24. R. takes Kt.
25. Q. to Q's 3rd.	25. R. to K. B's 4th.
26. Kt. to K. R's 4th.‡	26. R. takes K. B. P.
27. Q. to Q's 8th (ch.)	27. K. to R's 2nd.
28. B. to K's 4th (ch.)	28. P. to K. B's 4th.
29. B. to Q's 5th.	29. Q. B. to K. B's 6th. (ch.)
30. Kt. takes B.	30. R. takes R. P. (ch.)
31. Kt. takes R.	31. Q. takes R. (ch.)
32. K. to Kt's 2nd.	32. Q. to K's 7th. (ch.)
33. K. to R's 3rd.	33. Q. to K. R's 4th. (ch.)
34. Q. to K. R's 4th, and wins.	

GAME XXXVI.

Between the same players.

[SCOTCH GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.

* The Queen is somewhat beset by her enemies at this point, and has no ready harbour of refuge. This is the almost invariable consequence of her being brought out too early in the fight.

† All this portion of the game is extremely difficult and complicated for both parties.

‡ The position here will be found to repay examination, and this move, we believe, to be the only possible resource to save the game.

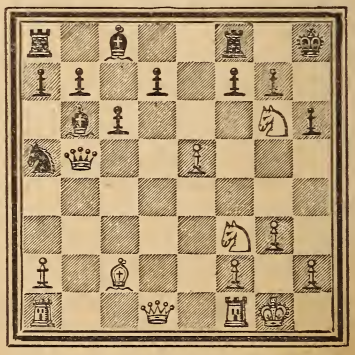
3.	P. to Q's 4th.	3. P. takes P.
4.	K. B. to Q. B's 4th.	4. K. Kt. to B's 3rd.
5.	Q. B. to K. Kt.'s 5th.	5. P. to K. R's 3rd.
6.	B. takes Kt.	6. Q. takes B.
7.	Castles.	7. K. B. to Q. B's 4th.
8.	P. to K's 5th.	8. Q. to K. Kt.'s 3rd.
9.	P. to Q. B's 3rd.	9. P. takes P.
10.	Q. Kt. takes P.	10. Castles.
11.	Q. Kt. to Q's 5th.	11. K. B. to Q. Kt.'s 3rd.
12.	P. to Q. Kt.'s 4th.*	12. K. to R's sq.
13.	P. to Q. Kt.'s 5th.	13. Kt. to Q. R's 4th.
14.	B. to Q's 3rd.	14. Q. to K's 3rd.
15.	B. to Q. B's 2nd.†	15. P. to Q. B's 3rd.
16.	Q. Kt. to K. B's 4th.	16. Q. to Q. B's 5th.
17.	P. to K. Kt.'s 3rd.	17. Q. takes Q. Kt. P.
18.	Q. Kt. to K. Kt.'s 6th (ch.)	18. K. to Kt.'s sq.‡

* Threatening to win the Knight, which, in the present position of the King and Queen, could not be moved without losing the latter.

† Preparatory to a vigorous and complicated attack upon the Black King.

‡ The position is curious, and admits of some extremely interesting play on both sides; with the best defence we believe Black could escape from the attack, but in actual play this is not easy to discover, and the least error, as the following variations show, would cost him the game.

BLACK.



WHITE.

Let us imagine, instead of moving the King, he had taken the Knight at once,

19. Q. to Q's 6th.	19. Q. to Q. B's 4th.
20. Kt. to K's 7th (ch.)	20. K. to R's sq.
21. Q. to Q's 3rd.	21. P. to K. Kt.'s 3rd.
22. Kt. takes P. (ch.)	22. P. takes Kt.

18. P. takes Kt.

19. Q. to Q's 6th. 19. R. takes Kt.

(White might also play 19. Kt. to K. R's 4th.) (This would appear to be his best move.)

20. Q. takes K. Kt. P. 20. K. to Kt.'s sq.

21. Q. to K. R's 7th (ch.) 21. K. to B's sq. (best)

(White might also play 21. K. to Kt.'s 2nd, first.)

22. B. to K. Kt.'s 6th.

Threatening mate in two moves. This, Black has several ways of parrying: the most feasible perhaps is R. to K. B's 2nd. But suppose, Q. to her 4th, or K. to his 2nd,—

In the first place:—

22. Q. to her 4th.

23. P. to K's 6th. If 23. Q. takes P.

24. Q. to K. R's 8th (ch.) 24. Q. to K. Kt.'s sq.

25. Q. R. to K's sq. 25. B. to K's 6th.

26. Q. R. takes B. 26. R. takes R.

27. P. takes R. (dis. ch.)

And winning at once.

In the second place:—

22. K. to his 2nd.

23. Q. takes P. (ch.)

Black's best move we consider to be 23. K. to Q's sq.; but if he play,—

23. K. to his 3rd.

Then 24. Q. R. to Q's sq. 24. Q. takes K. P. (A.)

25. K. R. to K's sq. 25. B. takes B. P. (ch. best)

26. K. to Kt.'s 2nd. 26. B. to K's 6th, or B. takes R.

27. Q. to Kt.'s 8th (ch.) 27. K. to his 2nd (best)

28. Q. to K's 8th (ch.) 28. K. to B's 3rd.

And White mates in three moves.

(A.)

24. Kt. to Q. B's 5th.

25. Q. to K. Kt.'s 8th (ch.) 25. K. takes P.

26. K. R. to K's sq. (ch.) 26. Kt. to K's 6th.

27. Q. to K's 8th (ch.) 27. K. to B's 3rd.

28. R. to Q's 6th (ch.) 28. K. to Kt.'s 4th.

29. P. to K. R's 4th (ch.) 29. K. to Kt.'s 5th.

30. Q. to K's 4th (ch.) 30. K. to R's 6th.

31. Q. takes R.

And must win.

23. Q. takes P.	23. Q. to K's 2nd.
24. Q. takes R. P. (ch.)	24. K. to Kt's sq.
25. Kt. to Kt.'s 5th.	25. Q. to K. Kt.'s 2nd.
26. B. to R's 7th (ch.)	26. K. to R's sq.
27. Q. to R's 5th.	27. B. to Q's sq.
28. B. to K. Kt.'s 6th (dis. ch.)	28. K. to Kt's sq.
29. Kt. to R's 7th.	29. B. to K's 2nd.
30. Kt. takes R.	30. B. takes Kt.
31. Q. R. to Q's sq.	31. Kt. to Q. B's 5th.
32. K. R. to K's sq.	32. P. to Q's 4th.
33. P. to K's 6th.	33. K. B. to Q's 3rd.
34. Q. R. to Q's 4th.	34. Kt. to K's 4th.
35. K. R. takes Kt.	35. B. takes R.
36. B. to K. B's 7th (ch.)	36. K. to B's sq.
37. R. to K. Kt.'s 4th.	37. Q. to B's 3rd.
38. R. to K. Kt.'s 6th.	

And wins.

Game XXXVII.

WITH AN EMINENT PLAYER OF THE OLD WESTMINSTER CHESS CLUB.

[Scotch Gambit.]

White. (Mr. S.)	Black. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. P. to Q. B's 3rd.	4. P. to Q's 6th.
5. K. Kt. to Q's 4th.*	5. K. B. to Q. B's 4th.
6. Q. B. to K's 3rd.†	6. K. B. to Q. Kt.'s 3rd.
7. K. B. takes P.	7. K. Kt. to B's 3rd.
8. P. to K. B's 4th.	8. P. to Q's 3rd.
9. P. to K. R's 3rd.	9. Castles.
10. Castles.	10. Q. to K's 2nd.
11. Q. to K. B's 3rd.	11. K. R. to K's sq.
12. Q. Kt. to Q. 2nd.‡	12. K. Kt. to Q's 4th.§

* This is a novel way of playing the Scotch Gambit, but one, apparently, that may be adopted without disadvantage.

† Threatening to take the Kt., and thus win a Piece.

‡ White's Pieces now make a central cluster formidable alike both for attack and defence.

§ An ingenious bait, but too palpable for an experienced player to snatch at.

13. Q. B. to K. B's 2nd.*	13. K. Kt. to B's 3rd.
14. Q. R. to K's sq.	14. Q. Kt. takes Kt.
15. B. takes Q. Kt.	15. B. takes B. (ch.)
16. P. takes B.	16. P. to Q. B's 4th.
17. P. to K's 5th.	17. P. takes P.
18. K. B. P. takes P.	18. Kt. to Q's 2nd.
19. P. to K's 6th.	19. P. to K. B's 3rd.†
20. P. to Q's 5th.	20. Kt. to K's 4th.
21. R. takes Kt.	

And Black surrenders.‡

GAME XXXVIII.

WITH MR. HORWITZ.

[SCOTCH GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. B. to Q. Kt.'s 5th (ch.)
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. B. to Q. R's 4th.
7. Castles.§	7. P. to Q's 3rd.
8. P. to K's 5th.	8. Q. B. to K's 3rd.
9. B. takes B.	9. P. takes B.
10. P. takes P.	10. Q. takes P.
11. Q. to her Kt.'s 3rd.	11. Castles.
12. K. Kt. to his 5th.	12. Q. R. to Q's 2nd.
13. Kt. takes K. P.	13. K. B. to Q. Kt.'s 3rd.‖
14. K. Kt. to his 5th.	14. K. Kt. to R's 3rd.
15. Q. Kt. to Q's 2nd.	15. K. Kt. to his 5th.

* The young player need hardly be told that White would have lost a Piece in return if he had taken the Kt., and have broken up his centre also.

† If he had taken the P. with P., White would have retaken with his Rook, and then have played B. to Q. B's 4th, &c.

‡ Because, if the Kt. were taken, White plays Q. to K. B's 7th (ch.), winning both Queen and Rook.

§ Mr. Cochrane, to whom we are chiefly indebted for this variation of the "Scotch game," now played 7. P. to K's 5th; it has been subsequently found, however, that when that is done, Black can successfully defend himself by advancing his P. to Q's 4th.

‖ Threatening to win the Kt. by playing Kt. to Q. R's 4th next move.

16. Q. Kt. to K. B's 3rd.* 16. Kt. takes K. B. P.
17. R. takes Kt. 17. Q. to her 8th (ch.)

And wins.

Game XXXIX.

WITH MR. HARRWITZ.

[Scotch Game.]

	WHITE. (Mr. S.)	BLACK. (Mr. H.)
1.	P. to K's 4th.	P. to K's 4th.
2.	K. Kt. to B's 3rd.	Q. Kt. to B's 3rd.
3.	P. to Q's 4th.	P. takes P.
4.	B. to Q. B's 4th.	B. to Q. B's 4th.
5.	P. to Q. B's 3rd.	K. Kt. to B's 3rd.
6.	P. takes P.†	B. checks.
7.	B. to Q's 2nd.	B. takes B. (ch.)
8.	Q. Kt. takes B.	P. to Q's 4th.
9.	P. takes P.	K. Kt. takes P.
10.	Castles.	Castles.
11.	P. to K. R's 3rd.	B. to K. B's 4th.
12.	Q. R. to B's sq.	K. Kt. to K. B's 5th.
13.	Q. Kt. to his 3rd.	Q. to K. B's 3rd.‡
14.	K. to R's 2nd.	Q. to Q's 3rd.
15.	K. to R's sq.	Q. to K. R's 3rd.
16.	K. Kt. to R's 2nd.	Q. to K. Kt.'s 3rd.
17.	K. R. to Kt.'s sq.	Q. R. to Q's sq.
18.	Q. to K. B's 3rd.	K. Kt. to K's 3rd.
19.	B. takes Kt.	P. takes B.
20.	Q. to K's 3rd.	Q. Kt. to Kt.'s 5th.
21.	K. Kt. to B's 3rd.	Q. Kt. to Q's 4th.
22.	Q. to K's 5th.	Q. to K. R's 3rd.
23.	Q. to K. Kt.'s 3rd.	Kt. to K. B's 5th.
24.	Q. R. to K's sq.§	K. R. to K. B's 3rd.
25.	Kt. to K's 5th.	Q. R. to K. B's sq.‖

* This, like the rest of the game, is played by White without any consideration.

† P. to K's 5th is a better move.

‡ Black has unquestionably the best of the opening, owing partly to the fault of his opponent at the 6th move.

§ His only way to avoid the loss of the exchange.

‖ The temptation to take the K. R. P. with the Bishop, few could resist. The taking it would certainly have given Black a good attack, but the result, with the best play on both sides, would have been in favour of White.

26. P. to K. B's 3rd.	26. Kt. to Q's 6th.
27. Kt. takes Kt.	27. B. takes Kt.
28. Q. takes Q. B. P.*	28. R. takes K. B. P.†
29. Kt. P. takes R.	29. Q. takes R. P. (ch.)
30. Q. to K. R's 2nd.	30. Q. takes B. P. (ch.)
31. R. interposes.	31. B. to K's 5th.
32. Kt. to Q. B's 5th.	32. B. to Q's 4th.
33. K. to Kt.'s sq.	33. Q. takes R. (ch.)
34. Q. takes Q.	34. B. takes Q.
35. K. takes B.	35. P. to Q. Kt.'s 3rd.
36. Kt. takes K. P.	36. R. to Q. B's sq.
37. R. to K. B's sq.	37. P. to K. R's 4th.
38. R. to K. B's 2nd.	38. K. to R's 2nd.
39. R. to B's 7th.	39. K. to Kt.'s 3rd.
40. R. takes P. (ch.)	40. K. to B's 3rd.
41. P. to Q's 5th.	41. R. to Q. B's 7th (ch.)
42. K. to Kt.'s 3rd.	42. P. to Q. R's 4th.
43. R. to K. R's 7th.	43. R. takes P.
44. R. takes P.	44. R. takes P.
45. Kt. to Q. B's 7th.	45. K. to K's 2nd.
46. Kt. to Q. Kt.'s 5th.	46. R. to Q. Kt.'s 7th.
47. R. to R's 7th (ch.)	47. K. to Q's sq.
48. Kt. to Q's 4th.	48. P. to Q. R's 5th.
49. P. to Q's 6th.	49. R. to Q's 7th.
50. Kt. to Q. B's 6th (ch.)	50. K. to K's sq.
51. R. to K's 7th (ch.)	51. K. to B's sq.
52. P. to Q's 7th.	52. R. to Q's 6th (ch.)
53. K. to B's 4th.	53. R. to Q's 5th (ch.)
54. K. to his 3rd.	54. R. to Q's 3rd.
55. R. to K's 8th (ch.)	

And wins.

* Very hazardous.

† Black omitted to seize the advantage afforded by his adversary's last move. He should now have played K. R. to K. B's 5th, shutting out the Q., and then as soon as possible, have brought his B. to K. B's 4th again.

Game XL.

Between the same players.

[Scotch Game.]

White. (Mr. S.)	Black. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. B. to Q. B's 4th.	4. K. B. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. P. to Q's 6th.*
6. P. to Q. Kt.'s 4th.	6. B. to Q. Kt.'s 3rd.
7. P. to Q. Kt.'s 5th.†	7. Q. to K's 2nd.‡
8. Castles.	8. Q. Kt. to Q's sq.
9. P. to K's 5th.§	9. Q. Kt. to K's 3rd.
10. P. to Q. R's 4th.	10. K. B. to Q. B's 4th.
11. Q. Kt. to Q's 2nd.	11. K. Kt. to K. R's 3rd.
12. Q. Kt. to K's 4th.	12. K. Kt. to K. B's 4th.
13. Q. takes P.	13. P. to Q's 3rd.
14. K. R. to K's sq.‖	14. Castles.
15. P. takes P.¶	15. B. takes P.
16. Q. Kt takes B.	16. Kt. takes Kt.
17. Kt. to K. Kt.'s 5th.	17. P. to K. Kt.'s 3rd.
18. K. B. takes Kt.	18. B. takes B.
19. Q. to K's 3rd.	19. K. R. to K's sq.
20. Q. B. to Q. R's 3rd.	20. Q. to K. B's 3rd.**
21. B. takes Kt.	21. P. takes B.
22. Kt. to K's 4th.	22. Q. to K's 2nd.

* The more prudent course for the second player is to bring out his K. Kt. to B's 3rd, and thus resolve the game into a Giuoco Piano Opening.

† This move, I believe, was first made in the present game. It appears to be a more effective way of carrying on the attack, than the one which has been usually recommended at this juncture.

‡ Very ingenious. But for this move Black's Kt. was compelled to make a disadvantageous retreat, for if he had gone to his own sq., or to Q. R's 4th, he would have been locked up for some time, and if to K's 2nd, White, by playing Q. to her Kt.'s 3rd, must have got a winning attack.

§ A terrible obstacle to the release of Black's Pieces.

‖ The importance of this move is seen in the subsequent stages of the game.

¶ He might also have checked with his Kt., and then have captured the adverse Kt.

** Kt. to Q. B's 5th, although involving the loss of a Pawn, would have been better than this move.

23. Q. to Q's 4th.	23. K. R. to Q's sq.
24. Kt. to K. B's 6th (ch.)	24. K. to B.s sq.
25. Kt. to Q's 5th.	

And Black surrenders.

CHAPTER II.

THE KING'S BISHOP'S OPENING.

GAME XLI.

WITH MR. COCHRANE.

[THE TWO KING'S BISHOP'S GAME.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to Q's 4th.	4. B. takes P.
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. Q. to K's 3rd.	7. K. Kt. to K's 2nd.
8. Q. Kt. to B's 3rd.	8. Q. B. to K's 3rd.
9. K. B. to Q's 3rd.	9. Castles.
10. P. to K. B's 4th.	10. Q. Kt. to B's 3rd.
11. P. to K. B's 5th.	11. B. to Q's 2nd.
12. Castles.	12. Kt. to K's 4th.
13. Q. to K. Kt.'s 3rd.*	13. P. to K. R's 3rd.
14. Q. B. to K's 3rd.	14. Kt. takes K. B.
15. P. takes Kt.	15. K. to R's sq.
16. Q. Kt. to K's 2nd.†	16. P. to Q. B's 4th.
17. Kt. to K. B's 4th.	17. Q. to K's 4th.
18. Q. R. to Q's sq.	18. B. takes P.‡

* Threatening to win the Q, Kt. by playing B. to K. Kt.'s 5th.

† Intending to play the B. to Q's 4th and gain a Piece, by forcing the Q. to K. Kt.'s 4th, taking her, and then advancing the Pawn to K. B's 6th.

‡ Very well played.

19. Q. B. to Q's 2nd.	19. B. to K. R's 2nd.
20. P. to K. R's 4th.*	20. Q. takes Q. Kt. P.†
21. K. R. to B's 2nd.	21. Q. to K's 4th.
22. Q. R. to Q. B's sq.	22. Kt. to Q. B's 3rd.
23. Q. to K. Kt.'s 4th.	23. P. to K. B's 4th.
24. P. takes P.	24. Q. takes P.
25. Q. to K. Kt.'s 3rd.	25. Kt. to Q's 5th.
26. Q. R. to K. B's sq.	26. K. R. to B's 3rd.
27. P. to K. R's 5th.	27. K. to K. Kt.'s sq.
28. B. to K's 3rd.‡	28. Q. to K's 4th.
29. B. takes Kt.	29. Q. takes B.
30. K. to R's sq.	30. Q. R. to K. B's sq.
31. Kt. to K's 6th.§	31. R. takes R.
32. R. takes R.	32. Q. to Q. R's 8th (ch.)
33. K. to R's 2nd.	33. R. takes R.
34. Q. takes R.	34. Q. to K's 4th (ch.)
35. Kt. to B's 4th.	35. B. takes P.

And wins.

Game XLII.

Between the same players.

[The Two King's Bishop's Game.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. Q. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.‖	4. K. Kt. to B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. to K's 5th.	6. P. to Q's 4th.

* Black has suffered his opportunity to slip away, and his adversary will not now afford him time to mature his projects.

† He was obliged to guard against Black's terrible move of B. to Q. B's 3rd, at all hazards.

‡ If Kt. to Kt.'s 6th, White replies with Kt. to K's 7th (ch.), and wins at least, a Piece.

§ This combination is unsound, as the sequel proves, for White's subsequent move, 34. Q. to K's 4th, checking, renders the attack completely abortive.

‖ P. to Q's 4th is a better move; if, then, the second player take Pawn with Pawn, White can take the K. B. P. with his Bishop, checking, and gain a Bishop in return, by playing Q. to K. R's 5th (ch.), &c.

7.	K. B. to Q. Kt.'s 5th.	7. K. Kt. to K's 5th.
8.	Q. B. P. takes P.	8. K. B. checks.
9.	Q. B. to Q's 2nd.	9. B. takes B. (ch.)
10.	Q. Kt. takes B.	10. Q. B. to Kt.'s 5th.
11.	Castles.	11. Castles.
12.	B. takes Q. Kt.	12. P. takes B.
13.	Q. to Q. B's 2nd.	13. P. to K. B's 4th.
14.	Q. takes P.*	14. Q. R. to Kt.'s sq.
15.	P. to Q. Kt.'s 3rd.	15. Q. R. to Kt.'s 3rd.
16.	Q. to Q. B's 2nd.	16. Q. R. to K. R's 3rd.
17.	Q. R. to Q. B's sq.	17. P. to Q. B's 3rd.
18.	Q. to Q's 3rd.	18. Q. to K's sq.
19.	P. to Q. Kt.'s 4th.	19. Q. to K. Kt.'s 3rd.
20.	K. to K. R's sq.	20. P. to K. B's 5th.†
21.	Q. to Q. B's 2nd.	21. B. to K. B's 4th.
22.	Q. to Q. Kt.'s 3rd.	22. Q. to K. R's 4th.
23.	Kt. takes Kt.	23. B. takes Kt.
24.	P. to K. R's 3rd.	24. Q. to K. Kt.'s 5th.‡
25.	K. to R's 2nd.	25. Q. to K. Kt.'s 3rd.§
26.	Q. R. to Q. B's 3rd.	26. K. R. to K. B's 4th.
27.	P. to Q. Kt.'s 5th.	27. K. R. to R's 4th.
28.	R. takes Q. B. P.	28. R. takes P. (ch.)‖
29.	P. takes R.	29. R. takes P. (ch.)
30.	K. takes R.	30. Q. to R's 4th (ch.)
31.	Kt. to R's 4th.¶	31. B. to K. B's 4th (ch.)
32.	K. to Kt.'s 2nd.	32. Q. to Kt.'s 5th (ch.)
33.	K. to R's 2nd.	33. Q. takes Kt. (ch.)

* If P. takes P. in passing, then—

	14. Kt. takes Q. Kt.
15. Kt. takes Kt.	15. R. takes P.

And Black has a free and open game.

† Threatening to win the Q. by checking with his Kt.

‡ In this position Black should have advanced his K. Kt. P. to Kt 's 4th, and nothing could have withstood the attack.

§ Again, by playing hastily, Black overlooks an easy road to victory; let us suppose, instead of retiring the Q., he had moved

	25. K. R. to K. B's 4th.
26. Q. R. takes Q. B. P.	26. Q. R. takes P. (ch.)
27. P. takes R.	27. R. to K. R's 4th.

And wins.

‖ At this stage Black appears to have nothing better to do than draw the game.

¶ His best move.

34.	K. to K. Kt.'s sq.	34. B. to K's 5th.
35.	P. to K. B's 3rd.	35. Q. to Kt.'s 6th (ch.)

And draws by perpetual check.

Game XLIII.

Between the same players.

[The Two King's Bishop's Game.]

	White. (Mr. C.)	Black. (Mr. S.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3.	P. to Q. B's 3rd.	3. Q. to K's 2nd.
4.	Q. to K's 2nd.	4. K. Kt. to B's 3rd.
5.	K. Kt. to B's 3rd.	5. Q. Kt. to B's 3rd.
6.	P. to Q's 4th.	6. P. takes P.
7.	P. to K's 5th.	7. Kt. to K. Kt.'s 5th.
8.	P. takes P.	8. B. takes P.
9.	Castles.*	9. B. takes K. P.
10.	P. to K. R's 3rd.	10. P. to Q's 4th.
11.	B. to Q. Kt.s 5th.†	11. Castles.
12.	P. takes Kt.	12. Q. B. takes P.
13.	Q. Kt. to B's 3rd.	13. Kt. to Q's 5th.
14.	Q. to K's 3rd.	14. B. takes K. Kt.
15.	P. takes B.	15. P. to Q. B's 3rd.
16.	B. to K's 2nd.	16. Kt. to Q. B's 7th.
17.	Q. to K. Kt.'s 5th.	17. B. to K. B's 3rd.
18.	Q. to K. B's 5th.	18. Kt. takes R.
19.	Q. B. to K. B's 4th.	19. B. takes Kt.

And wins.

* If he had taken the Bishop the following moves are probable.

9.	Kt. takes B.	9. Kt. takes Kt.
10.	Q. takes K. Kt.	10. Q. takes K. P. (ch.)
11.	B. to K's 2nd.	
	(From fear of P. to Q's 4th.)	
		11. P. to Q's 3rd.
12.	Q. to K. R's 5th.	12. Q. B. to K. B's 4th, &c.

Black may also exchange Queens, and then win the Q. R. by Kt. to Q. B's 7th, (ch.)

† Taking the Pawn would have been imprudent, on account of Black's answering with B. to K. R's 7th, (ch.), and then taking the Queen.

GAME XLIV.

Between the same players.

[THE TWO KING'S BISHOP'S OPENING.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. Q. to K's 2nd.
4. K. Kt. to B's 3rd.	4. Q. Kt. to B's 3rd.
5. Castles.	5. P. to Q's 3rd.
6. P. to K. R's 3rd.	6. P. to K. R's 3rd.*
7. P. to Q's 4th.	7. B. to Q. Kt.'s 3rd.
8. P. to Q. R's 4th.	8. P. to Q. R's 4th.
9. P. to Q's 5th.	9. Kt. to [illegible] s sq.
10. Q. B. to K's 3rd.	10. B. takes B.
11. P. takes B.	11. K. Kt. to B's 3rd.
12. Q. Kt. to Q's 2nd.	12. Castles.
13. Q. to K's sq.	13. B. to Q's 2nd.
14. Q. to K. R's 4th.	14. P. to Q. B's 3rd.
15. P. to K. Kt.'s 4th.	15. P. takes Q. P.
16. P. takes P.	16. P. to K's 5th.†
17. K. Kt. to Q's 4th.	17. Kt. takes Q. P.
18. Q. takes Q.	18. Kt. takes Q.
19. Q. Kt. takes K. P.	19. P. to Q's 4th.
20. Q. Kt. to Q. B's 5th.	20. B. takes K. Kt. P.
21. R. P. takes B.	21. Q. P. takes B.
22. Q. Kt. to Q's 7th.	22. K. R. to K's sq.
23. K. Kt. to Q. Kt.'s 5th.‡	23. Kt. to Q's 4th.

And wins.

GAME XLV.

Between the same players.

[THE TWO KING'S BISHOP'S GAME.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q's 4th.	3. B. takes P.

* This game is opened with unusual care by both parties.

† The timely advance of this Pawn enables Black to free himself from all the restraint of the previous attack.

‡ Q. Kt. to K's 6th, although it wins a Pawn, would, at the same time, enable Black to bring his Q. R. into immediate play.

4.	K. Kt. to B's 3rd.	4. Q. Kt. to B's 3rd.
5.	Castles.	5. K. Kt. to B's 3rd.
6.	Kt. takes B.	6. Kt. takes Kt.
7.	P. to K. B's 4th.	7. P. to Q's 3rd.
8.	P. takes P.	8. P. takes P.
9.	B. to K. Kt.'s 5th.	9. B. to K's 3rd.
10.	B. takes B.	10. Kt. takes B.
11.	Q. takes Q. (ch.)	11. Q. R. takes Q.
12.	B. takes Kt.	12. K. Kt. P. takes B.
13.	R. takes P.*	13. Kt. to K. B's 5th.†
14.	Kt. to Q. B's 3rd.	14. R. to Q's 7th.
15.	Q. R. to Q's sq.	15. R. takes K. Kt. P. (ch.)
16.	K. to R's sq.	16. K. R. to Kt.'s sq.
17.	K. R. to K. B's 5th.	17. P. to K. B's 3rd.‡
18.	R. takes K. B. P.	18. Kt. to K. R's 6th.
19.	K. R. to K. B's sq.	19. R. to Kt.'s 8th (ch.)
20.	R. takes R.	20. Kt. to B's 7th.

Checkmate.

Game XLVI.

Between the same players.

[The Two King's Bishop's Game.]

	Black. (Mr. S.)	White. (Mr. C.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3.	K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4.	P. to Q's 4th.	4. P. takes P.
5.	Kt. takes P.	5. B. takes Kt.
6.	Q. takes B.	6. Q. to K. B's 3rd.
7.	Q. to K's 3rd.	7. Q. Kt. to B's 3rd.
8.	Q. Kt. to B's 3rd.	8. K. Kt. to K's 2nd.
9.	Kt. to his 5th.	9. K. to Q's sq.§
10.	Castles.	10. P. to Q. R's 3rd.
11.	Kt. to Q. B's 3rd.	11. Q. Kt. to K's 4th.

* By taking this Pawn White gains a loss, as is too evidently apparent in a move or two.

† White can never recover the effects of this play which forces him to adopt a series of defensive moves, and, in a manner, paralyses the action of his chief Rook.

‡ Any other move would have given White an opportunity of extricating himself, but this serves to rivet his chains still closer.

§ His only way to save the Pawn.

12. B. to Q. Kt.'s 3rd.	12. P. to K. R's 3rd.
13. P. to K. B's 4th.	13. Q. Kt. to K. Kt.'s 5th.
14. Q. to K. Kt.'s 3rd.	14. P. to K. R's 4th.
15. P. to K's 5th.	15. P. takes P.
16. P. takes P.	16. Q. to her Kt.'s 3rd (ch.)
17. K. to R's sq.	17. Q. B. to K's 3rd.
18. Q. B. to K. Kt.'s 5th.	18. P. to K. R's 5th.*
19. Q. B. takes Kt. (ch.) †	19. K. takes B.
20. Q. takes Kt.	20. B. takes Q.
21. Kt. to Q's 5th (ch.)	21. K. to Q's sq.
22. Kt. takes Q.	22. P. takes Kt.
23. R. takes K. B. P.	

And White abandoned the game.

GAME XLVII.

Between the same players.

[THE TWO KING'S BISHOP'S GAME.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to Q's 4th.	4. B. takes P.
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. Q. to K's 3rd.	7. K. Kt. to K's 2nd.
8. Q. Kt. to B's 3rd.	8. Castles.
9. Castles.	9. Q. Kt. to B's 3rd.
10. P. to K. B's 4th.	10. Q. to her 5th.
11. B. to Q. Kt.'s 3rd.	11. Q. B. to K's 3rd.
12. Kt. to Q. Kt.'s 5th.	12. Q. takes Q. (ch.)
13. B. takes Q.	13. K. R. to Q. B's sq.
14. P. to K. B's 5th.	14. B. takes B.
15. Q. R. P. takes B.	15. P. to Q. R's 3rd.
16. Q. Kt. to B's 3rd.	16. P. to K. B's 3rd.‡

* An ingenious trap.

† If he had accepted the tempting Pawn White placed at his command, he would have lost a Piece (*e. g.*):—

19. B. takes K. R. P. 19. P. to K. Kt.'s 4th.

Winning the Queen if he take the Pawn, and the Bishop if he do not.

‡ This was highly necessary, as Black would gladly have advanced his K. B. P. another square.

17. P. to K. Kt.'s 4th.	17. P. to K. R's 3rd.
18. P. to K. R's 4th.	18. K. to B's 2nd.
19. P. to K. Kt.'s 5th.	19. K. R. P. takes P.
20. P. takes P.	20. P. takes P.
21. B. takes P.	21. K. Kt. to his sq.
22. Kt. to Q's 5th.	22. K. Kt. to B's 3rd.
23. B. takes Kt.	23. P. takes B.
24. K. to B's 2nd.	24. R. to K. R's sq.
25. R. to K. R's sq.	25. Kt. to K's 2nd.
26. Kt. takes Q. B. P.	26. Q. R. to Q. B's sq.*
27. R. takes K. R.	27. R. takes R.
28. R. to Q. B's sq.	28. R. to Q. B's sq.
29. Kt. to K's 6th.	29. P. to Q's 4th.†
30. K. to K's 3rd.	30. P. takes P.
31. K. takes P.	31. R. to K. R's sq.
32. Kt. to K. B's 4th.‡	32. R. to K. R's 5th.
33. R. to Q's sq.	33. R. to K. R's 7th.
34. P. to Q. B's 3rd.	34. R. takes Q. Kt. P.
35. R. to Q's 7th.	35. P. to Q. Kt.'s 3rd.
36. Kt. to Q's 5th.	36. R. to K's 7th (ch.)
37. K. to Q's 3rd.	37. R. to K's 4th.
38. Kt. takes Kt.§	38. R. takes Kt.
39. R. to Q's 6th.	39. R. to K's 4th.
40. R. takes Q. Kt. P.	40. P. to Q. R's 4th.
41. P. to Q. B's 4th.	41. R. takes K. B. P.
42. K. to Q's 4th.	42. K. to his 2nd.
43. P. to Q. B's 5th.	43. K. to Q's 2nd.
44. R. to Q. R's 6th.	44. R. to K. B's 5th (ch.)
45. K. to Q's 5th.	45. R. to B's 4th (ch.)
46. K. to B's 4th.	46. R. to B's 5th (ch.)

* The Pawn was lost irretrievably, for if White had first taken off the Rook, and then played his Q. R. to Q. B's sq., Black could have escaped without losing his Q. B. P. (*e. g.*):—

	26. K. R. takes R.
27. R. takes R.	27. Q. R. to Q. B's sq.
28. R. to K. R's 7th (ch.)	28. K. to B's sq.
29. Kt. to K's 6th (ch.)	

Followed by P. to Q. B's 3rd, &c.

† Well played. Black dare not take it, because he would directly lose his K. B. P., and relieve the adverse King from his present confinement.

‡ To guard his K. B. P. from the menaced attack of Black's Rook.

§ P. to Q. B's 4th would, probably, have been better play, since, in that case, White could not safely take the K. B. P.

47. K. to Kt.'s 5th. 47. R. to Q. Kt.'s 5th (ch.).
48. K. takes P.

And the game was declared drawn.

GAME XLVIII.

Between the same players.

[THE TWO KINGS' BISHOPS' GAME.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. P. to Q's 4th.	5. B. to Q. Kt.'s 3rd.
6. P. to Q. R's 4th.	6. P. to Q. B's 3rd.
7. Castles.	7. Q. B. to K. Kt.'s 5th.
8. P. to Q. Kt.'s 3rd.*	8. P. takes Q. P.
9. P. to Q. R's 5th.†	9. K. B. to Q. B's 2nd.
10. P. takes P.	10. Q. Kt. to Q's 2nd.
11. Q. B. to Q. R's 3rd.	11. Q. to K. B's 3rd.
12. Q. Kt. to Q's 2nd.	12. K. Kt. to K's 2nd.
13. Q. to her B's 2nd.	13. Castles on K's side.
14. P. to K's 5th.‡	14. Q. to K. R's 3rd.§
15. Q. R. to K's sq.	15. K. Kt. to B's 4th.
16. K. B. to Q's 3rd.	16. B. takes Kt.‖
17. B. takes Kt.	17. Q. P. takes P.
18. Kt. takes B.	18. P. to K's 5th.
19. R. takes P.	

And wins.

* Having now no opportunity of playing his Q. B. advantageously on the King's side, he prepares for planting him at the Q. R's 3rd.

† This was obviously necessary before taking the Pawn.

‡ The winning move as the sequel shows.

§ If he had taken Pawn with Pawn, Black would have won a Piece, for example:—

	14. P. takes P.
15, Q. Kt. to K's 4th.	15. Q. to K. Kt.'s 3rd.
16. K. Kt. to R's 4th.	16. Q. moves.
17. B. takes K. Kt., &c.	

‖ By this move White hastens his defeat.

Game XLIX.

Between the same players.

[The Two Kings' Bishops' Game.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to Q's 4th.	4. B. takes P.
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. Q. to K's 3rd.	7. K. Kt. to K's 2nd.
8. Castles.	8. Q. Kt. to B's 3rd.
9. P. to K. B's 4th.	9. Castles.
10. Q. Kt. to B's 3rd.	10. P. to Q. R's 3rd.
11. K. to R's sq.	11. K. to R's sq.
12. B. to Q's 3rd.	12. Q. to K. R's 5th.
13. Q. B. to Q's 2nd.	13. P. to K. B's 4th.
14. K. R. to K. B's 3rd.	14. P. takes P.
15. B. takes P.	15. Q. B. to Q's 2nd.
16. Kt. to K's 2nd.	16. B. to K. Kt.'s 5th.
17. R. to K. Kt.'s 3rd.	17. P. to Q's 4th.
18. K. B. to his 3rd.*	18. B. to Q's 2nd.
19. Q. to her Kt.'s 3rd.	19. Q. to K. B's 3rd.
20. B. takes Q. P.	20. Kt. takes B.
21. Q. takes Kt.	21. B. to K's 3rd.
22. Q. to her B's 5th.	22. K. R. to K. B's 2nd.†
23. B. to Q. B's 3rd.	23. Q. to K. B's 4th.
24. Q. to K's 3rd.	24. Q. to Q's 4th.
25. R. to K. Kt.'s 5th.	25. Q. to her 2nd.
26. Kt. to K. Kt.'s 3rd.‡	26. K. to Kt.'s sq.
27. R. to K's sq.	

And White resigned.

* The present game, without exhibiting any remarkable features of brilliancy or novelty, is an instructive example of a steady, well sustained attack, commenced with the advantage of the first move, and carried on quietly but firmly to the point where White thinks resistance any longer hopeless.

† This was imperatively called for by Black's threatened attack with his Q. B.

‡ Threatening presently to take the K. Kt. P. with his R., and to dislodge the Bishop by advancing the P. to K. B's 5th.

Game L.

Between the same players.

[The Two Kings' Bishops' Game.]

	WHITE. (Mr. C.)	BLACK. (Mr. S.)
1.	P. to K's 4th.	P. to K's 4th.
2.	K. B. to Q. B's 4th.	K. B. to Q. B's 4th.
3.	K. Kt. to B's 3rd.	P. to Q's 3rd.
4.	P. to Q. B's 3rd.	K. Kt. to B's 3rd.
5.	P. to Q's 3rd.	P. to K. R's 3rd.
6.	Castles.	Castles.
7.	P. to Q's 4th.	P. takes P.
8.	P. takes P.	K. B. to Kt.'s 3rd.
9.	Q. Kt. to B's 3rd.	Q. B. to Kt.'s 5th.
10.	Q. B. to K's 3rd.	P. to Q. B's 3rd.
11.	K. B. to Q's 3rd.*	Q. Kt. to Q's 2nd.
12.	K. B. to K's 2nd.	Q. to K's 2nd.
13.	K. Kt. to Q's 2nd.	B. takes B.
14.	Q. takes B.	Q. R. to K's sq.
15.	K. to R's sq.	K. Kt. to R's 2nd.
16.	P. to K. Kt.'s 4th.†	Q. to K. B's 3rd.
17.	K. Kt. to B's 3rd.	K. Kt. to Kt.'s 4th.
18.	Kt. takes Kt.	P. takes Kt.
19.	P. to K. B's 4th.‡	P. takes P.
20.	R. takes P.	Q. to K. Kt.'s 3rd.
21.	K. R. to K. B's 5th.	Kt. to K. B's 3rd.
22.	K. R. to K. Kt.'s 5th.	Q. to R's 2nd.
23.	Q. to K. Kt.'s 2nd.	Kt. to Q's 4th.§
24.	K. R. to K. R's 5th.	Kt. takes B.
25.	Q. to K. R's 3rd.	Kt. takes K. Kt. P.
26.	Q. takes Kt.	Q. to K. Kt.'s 3rd.
27.	K. R. to K. Kt.'s 5th.	Q. to K. B's 3rd.

* Lost time, as he might have played it at once to K's 2nd.

† Determined, at all risks, to prevent the oncoming of the Black K. B. P.

‡ The game becomes highly interesting from this stage.

§ It would have been a still better move, perhaps, to have taken the K. P. with the Kt., when the following moves are likely to have occurred:—

	23. Kt. takes K. P.
24. R. to K. R's 5th.	24. Q. to K. Kt.'s 3rd.
25. Q. to K. R's 3rd.	25. P. to K. B's 3rd.

And Black has a Pawn superiority, and a secure game.

28.	P. to K's 5th.*	28. P. takes P.
29.	Kt. to K's 4th.	29. Q. to K. R's 3rd.
30.	P. takes P.†	30. B. to Q's sq.
31.	Kt. checks.	31. B. takes Kt.
32.	P. takes B.	32. Q. takes P.
33.	Q. R. to K. Kt.'s sq.	33. P. to K. Kt.'s 3rd.
34.	P. to K. R's 4th.	34. Q. R. to K's 4th.

And wins.

Game LI.

Between the same players.

[The Two Kings' Bishop's Game.]

	Black. (Mr. S.)	White. (Mr. C.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3.	Q. to K. R's 5th.‡	3. Q. to K's 2nd.
4.	K. Kt. to B's 3rd.	4. Q. Kt. to B's 3rd.
5.	P. to Q's 3rd.	5. P. to Q's 3rd.
6.	Q. Kt. to B's 3rd.	6. K. B. to Q. Kt.'s 5th.
7.	Castles.	7. B. takes Kt.
8.	P. takes B.	8. K. Kt. to B's 3rd.
9.	Q. to K. R's 4th.	9. Q. B. to K. Kt.'s 5th.
10.	K. Kt. to his 5th.	10. B. to K. R's 4th.
11.	P. to K. B's 4th.	11. P. to K. R's 3rd.
12.	Kt. to K. R's 3rd.	12. Castles on Q's side.
13.	Q. R. to Q. Kt.'s sq.	13. P. takes K. B. P.
14.	Q. takes P.	14. Q. to K's 4th.
15.	Q. B. to K's 3rd.	15. Q. takes Q.
16.	Kt. takes Q.	16. B. to K. Kt.'s 3rd.
17.	Kt. to Q's 5th.	17. Kt. takes Kt.

* White has now a decided advantage in position.

† Mr. Cochrane now overlooked the road to victory. Let us suppose, instead of this feeble move, he had played,

30.	R. takes P. (ch.)	30. K. to R's sq.

(If Q. takes R. White mates in three moves.)

31.	Kt. to B's 6th.	31. Q. takes Kt.
32.	R. to K. Kt.'s 5th.	

And wins.

‡ This mode of attack may be adopted without danger, but it is not considered so good a move as 3. Q. Kt. to B's 3rd.

18. B. takes Kt.*	18. K. R. to K. B's sq.
19. B. takes Kt.	19. P. takes B.
20. B. takes Q. R. P.	20. K. to Q's 2nd.
21. Q. R. to Q. Kt.'s 7th.	21. Q. R. to his sq.
22. P. to Q. R's 4th.	22. P. to Q. B's 4th.
23. P. to Q. R's 5th.	23. K. to Q. B's 3rd.
24. K. R. to Q. Kt.'s sq.	24. P. to Q. B's 5th.
25. P. to Q. R's 6th.	25. P. takes Q. P.
26. P. takes P.	26. P. to K. B's 4th.
27. B. to Q. Kt.'s 8th.	27. K. R. to Q. B's sq.

The game was prolonged for many more moves, and was finally won by Black.

GAME LII.

Between the same players.

[LOPEZ GAMBIT.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K's 2nd.	3. Q. to K's 2nd.
4. P. to K. B's 4th.	4. K. Kt. to B's 3rd.
5. P. takes P.	5. Q. takes P.
6. K. Kt. to B's 3rd.†	6. Q. takes K. P.
7. B. takes P. (ch.)	7. K. to Q's sq.‡
8. Q. takes Q.	8. Kt. takes Q.
9. P. to Q's 4th.	9. K. B. to K's 2nd.
10. Castles.	10. R. to K. B's sq.
11. K. B. to Q. Kt.'s 3rd.	11. P. to Q's 3rd.
12. Q. Kt. to Q's 2nd.	12. Kt. takes Kt.
13. B. takes Kt.	13. Q. B. to K. Kt.'s 5th.
14. Kt. to K. Kt.'s 5th.	14. P. to K. R's 3rd.
15. R. takes R. (ch.)	15. B. takes R.
16. R. to K. B's sq.	16. K. B. to K's 2nd.
17. B. to K's 6th.§	17. P. takes Kt.

* Better than taking with the Pawn, as it ensures not only the gain of a Pawn, but the break up of the Pawns which protect the adverse King.

† The opening of this game is novel and merits attention.

‡ It can hardly be necessary to explain even to the youngest player that White would have lost his Queen by taking the Bishop.

§ The manœuvres to maintain the command of the Board are full of interest.

18. B. takes Q. B.	18. B. to B's 3rd.
19. P. to Q. B's 3rd.	19. K. to K's 2nd.
20. B. to Q. B's 8th.	20. P. to Q. R's 4th.
21. R. to K's sq. (ch.)	21. K. to B's sq.
22. B. takes Q. Kt. P.	22. R. to R's 2nd.
23. B. to Q. B's 8th.	23. P. to Q. B's 3rd.
24. B. to K. Kt.'s 4th.*	24. R. to K's 2nd.
25. R. to K. B's sq.	25. K. to Kt.'s sq.
26. R. to K. B's 5th.	26. R. to Q. Kt.'s 2nd.
27. B. takes P.	27. P. to Q's 4th.
28. P. to Q. Kt.'s 3rd.	28. P. to Q. R's 5th.
29. P. to Q. Kt.'s 4th.	29. B. takes B.
30. R. takes B.	30. P. to Q. R's 6th.
31. K. to B's 2nd.	31. R. to K's 2nd.
32. R. to K's 5th.	32. R. takes R.
33. P. takes R.	33. K. to B's 2nd.
34. K. to K's 3rd.	34. Kt. to Q. R's 3rd.
35. K. to Q's 4th.	35. K. to K's 2nd.
36. P. to K. R's 4th.	36. Kt. to Q. B's 2nd.
37. P. to Q. B's 4th.†	37. Kt. to Q. R's 3rd.
38. P. takes Q. P.	38. Kt. takes P.
39. P. to Q's 6th (ch.)	

And wins.

Game LIII.

Between the same players.

[King's Knight's Defence to the Bishop's Opening.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. to Q. B's 3rd.
4. Q. P. takes K. P.	4. Q. to her R's 4th (ch.)
5. P. to Q. B's 3rd.	5. Q. takes K. P.
6. K. B. to Q's 3rd.	6. B. to Q. B's 4th.
7. K. Kt. to B's 3rd.	7. Q. to K's 2nd.‡
8. Castles.	8. Castles.
9. P. to K's 5th.	9. K. Kt. to his 5th.

* To play him to K. R's 5th, if needful.

† Far better than K. to B's 5th, which would have permitted White to play his Kt. to Q Kt.'s 4th.

‡ Q. to K. R's 4th, we believe, would have been better play.

10. B. takes K. R. P (ch.)*	10. K. takes B.
11. K. Kt. to his 5th (ch.)	11. K. to Kt.'s sq.
12. Q. takes Kt.	12. Q. takes K. P.
13. Q. to K. R's 5th.	13. Q. to K. B's 4th.
14. P. to K. Kt.'s 4th.	14. Q. to K. Kt.'s 3rd.†
15. Q. takes Q.	15. P. takes Q.
16. B. to K's 3rd.	16. B. takes B.
17. P. takes B.	17. R. takes R. (ch.)
18. K. takes R.	18. P. to Q's 4th.
19. P. to K. R's 3rd.	19. Kt. to Q's 2nd.
20. Kt. to Q's 2nd.	20. Kt. to K's 4th.
21. K. to Kt.'s 2nd.	21. B. to Q's 2nd.
22. Q. Kt. to K. B's 3rd.	22. Kt. to Q's 6th.
23. R. to Q's sq.‡	23. Kt. takes Q. Kt. P.
24. R. to Q. Kt.'s sq.	24. Kt. to Q. B's 5th.
25. R. takes Q. Kt. P.	25. R. to Q's sq.§
26. K. to his B's 2nd.	26. P. to Q. R's 4th.
27. P. to K's 4th.	27. Kt. to Q's 3rd.
28. R. to Q. B's 7th.	28. Kt. to Q. Kt.'s 4th.
29. R. to Kt.'s 7th.	29. Kt. takes B. P.‖
30. P. to K's 5th.¶	30. B. to his sq.
31. R. to Q. B's 7th.	31. Kt. to K's 5th (ch.)
32. K. to his 3rd.	32. Kt. takes Kt.
33. Kt. takes Kt.	33. P. to Q's 5th (ch.)
34. K. to Q's 2nd.	34. B. to Q's 2nd.
35. K. to Q's 3rd.	35. B. to K's sq.
36. Kt. to K's 6th.**	36. R. to Q's 2nd.

* White loses his centre Pawn in return for this one, so that the propriety of taking it is questionable.

† The best move. If he had played the Q. to her 6th, White might have taken the K. B. P. with his Kt., threatening to take the K. B. next move.

‡ He purposely left the Kt.'s P. to be taken.

§ Taking the K. P. would have cost him a Piece, for suppose,—

	25. Kt. takes K. P. (ch.)
26. K. to B's 2nd.	26. Kt. to Q's 8th (ch.)
27. K. to his sq.	27. B. to Q. B's sq.
28. R. to K's 7th.	

And he must win the Kt.

‖ It would have been more prudent to draw the game, by persisting in moving the Kt. to Q's 3rd, and Q. Kt.'s 4th.

¶ Much better than taking the P. From this point it is doubtful whether any skill could save Black's game.

** He might also have taken the K. Kt. P. with his Rook, and then played Kt. to K's 6th.

37. R. takes R.	37. B. takes R.
38. Kt. to Q. B's 5th.*	38. B. to his sq.
39. K. takes P.	39. K. to B's 2nd.
40. Kt. to K's 4th.	40. B. to Q. R's 3rd.
41. Kt. to K. Kt.'s 5th (ch.)	41. K. to his 2nd.
42. K. to B's 5th.	42. B. to Kt.'s 4th.
43. K. to Q's 4th.	43. P. to Q. R's 5th.
44. P. to Q. R's 3rd.	44. B. to K. B's 8th.
45. K. to B's 5th.	45. B. to Q. Kt.'s 4th.
46. Kt. to K. B's 3rd.	46. K. to his 3rd.
47. Kt. to Q's 4th (ch.)	47. K. takes P.
48. Kt. takes B.	48. P. takes Kt.
49. K. takes P.	

And Black resigned.

Game LIV.

Between the same players.

[King's Knight's Defence to the Bishop's Opening.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.†
3. P. to Q's 4th.	3. P. to Q. B's 3rd.
4. K. Kt. to B's 3rd.	4. Kt. takes K. P.
5. Q. P. takes P.	5. P. to Q's 4th.
6. P. takes P. in passing.	6. K. Kt. takes Q. P.
7. K. B. to K's 2nd.	7. K. B. to K's 2nd.
8. Castles.	8. Castles.
9. Q. B. to K. B's 4th.	9. Q. B. to K. Kt.'s 5th.
10. K. R. to K's sq.	10. Q. B. to K's 3rd.
11. K. B. to Q's 3rd.	11. P. to K. R's 3rd.
12. K. Kt. to K's 5th.	12. Q. Kt. to Q's 2nd.
13. K. Kt. to Kt.'s 6th.‡	13. P. takes Kt.
14. Q. B. takes Kt.	14. K. B. takes B.
15. R. takes Q. B.	15. B. takes K. R. P. (ch.)

* A better move than taking the Pawn, which could always be captured by the King.

† Both Jaenisch and the chief authors of Germany of the present day consider this superior to the old move of 2. K. B. to Q. B's 4th.

‡ This appears to subject Black to some trifling disadvantage by doubling his Pawns, but, in fact, it enables him to gain an attack so powerful that it is not to be withstood.

16. K. takes B.*	16. Q. to K. R's 5th (ch.)
17. K. to Kt.'s sq.	17. Q. takes K. B. P. (ch.)
18. K. to R's sq.	18. K. R. to B's 5th.
19. R. to K's 4th.	19. Q. to K. R's 5th (ch.)
20. K. to Kt.'s sq.	20. R. takes R.
21. B. takes R.	21. Q. takes B.
22. Q. takes Kt.	22. Q. to K's 8th (ch.)
23. K. to R's 2nd.	23. Q. to K's 4th (ch.)
24. K. to R's sq.	24. Q. takes Q. Kt. P.

White surrendered.

GAME LV.

Between the same players.

[KING'S KNIGHT'S DEFENCE TO THE BISHOP'S OPENING.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. to Q. B's 3rd.
4. K. Kt. to B's 3rd.	4. Kt. takes P.
5. P. takes P.	5. P. to Q's 4th.
6. P. takes P. *en passant.*	6. Kt. takes Q. P.
7. K. B. to Q's 3rd.	7. K. B. to K's 2nd.
8. Castles.	8. Castles.
9. Q. B. to K. B's 4th.	9. Q. B. to Kt.'s 5th.
10. Q. Kt. to B's 3rd.	10. P. to Q. Kt.'s 4th.
11. K. R. to K's sq.†	11. K. to R's sq.
12. Q. to K's 2nd.	12. Q. B. to K's 3rd.
13. B. takes Kt.	13. B. takes B.
14. Q. R. to Q's sq.‡	14. Q. to Q. B's 2nd.

* If he had moved his K. to B's sq. Black might have played as follows:—

16. K. to B's sq.	16. R. takes P. (ch.)
17. K. takes R.	17. Q. to K. R's 5th (ch.)
18. K. to his 2nd (best)	18. Q. to Kt.'s 5th (ch.)
19. K. to Q's 2nd (best.)	19. B. to B's 4th (ch.)

And wins the Queen.

† Threatening to win a Piece by first taking the Bishop with his Rook, and then the Knight with his Bishop, which White could not recapture without losing his Queen.

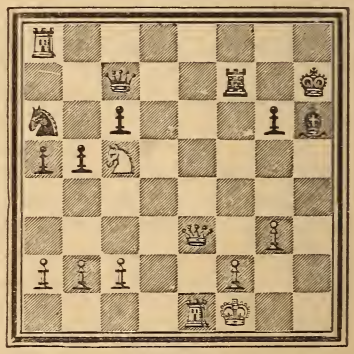
‡ White might have taken the Q. Kt. P. with his Kt., and, if the Kt. were taken, followed that by moving his Q. to K's 4th. The move of R. to Q's sq., however, is sounder play.

15. K. B. takes K. R. P.	15. K. takes B.
16. Kt. to Kt.'s 5th (ch.)*	16. K. to Kt.'s sq.
17. Kt. takes Q. B.	17. K. B. takes P. (ch.)
18. K. to B's sq.	18. P. takes Kt.
19. Q. takes P. (ch.)	19. R. to B's 2nd.
20. Kt. to K's 4th.	20. B. to K. B's 5th.
21. P. to K. Kt.'s 3rd.	21. B. to K. R's 3rd.
22. Kt. to Q. B's 5th.	22. P. to Q. R's 4th.
23. Q. to K's 8th (ch.)	23. K. to R's 2nd.
24. Q. R. to Q's 8th.	24. Q. Kt. to R's 3rd.
25. Q. to K's 4th (ch.)	25. P. to K. Kt.'s 3rd.
26. R. takes R.	26. Kt. takes Kt.†

* He might have gained a Piece in return for the one sacrificed, and have had a very fine game, by simply checking with his Q. at her 3rd, and then taking the K. B.

† Mr. Cochrane's brilliant and vigorous style of attack is exhibited to great advantage throughout the game. In the present position,—

BLACK.



WHITE.

It appears, at first sight, as if Black might still have retrieved his game, if, instead of taking the Kt., he had boldly captured the K. Kt. P. with his Queen; but attentive examination will show this is an error, for suppose,—

26. Q. takes K. Kt. P.

If White now take the obvious course of checking with his Q. R., he will lose (*e.g.*):—

27. R. to K. R's 8th (ch.)	27. K. takes R.
28. Q. to K's 8th (ch.)	28. R. to K. B's sq.
29. Q. takes R. (ch.)	29. B. takes Q.
30. P. takes Q.	30. Kt. takes Kt.

And must win.

27. Q. to Q's 4th.	27. B. to K. Kt.'s 2nd.
28. Q. to K. R's 4th (ch.)	28. B. to R's 3rd.
29. R. to K. R's 8th (ch.)	29. K. takes R.
30. Q. takes B. (ch.)	

And wins.

GAME LVI.

Between the same players.

[KING'S KNIGHT'S DEFENCE TO THE BISHOP'S OPENING.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. to Q. B's 3rd.
4. K. Kt. to B's 3rd.	4. Kt. takes P.
5. P. takes P.	5. P. to Q's 4th.
6. P. takes P. *en passant.*	6. K. B. takes P. †
7. Castles.	7. Castles.
8. Q. to Q's 4th.	8. Q. B. to K. B's 4th.
9. K. B. to Q's 3rd.	9. K. B. to Q. B's 4th.
10. Q. to K's 5th.	10. Q. to Q's 4th.
11. Q. takes Q.	11. P. takes Q.
12. Q. B. to K's 3rd.	12. Q. Kt. to Q's 2nd.*
13. K. Kt. to Q's 4th.	13. B. to K. Kt.'s 3rd.
14. K. B. takes Kt.	14. P. takes B.
15. Q. Kt. to B's 3rd.	15. Q. R. to K's sq.
16. Q. R. to Q's sq.	16. Kt. to K's 4th.
17. Q. Kt. to Q. R's 4th.	17. B. takes K. Kt.
18. B. takes B.	18. P. to K. B's 4th. †
19. B. takes Q. R. P.	19. Q. R. to Q. R's sq.
20. B. to Q's 4th.	20. Q. R. takes Kt.
21. B. takes Kt.	21. Q. R. takes Q. R. P.
22. B. to Q's 6th.†	22. K. R. to Q. B's sq.
23. B. to Q. R's 3rd.	23. P. to K. R's 4th.
24. P. to Q. B's 3rd.	24. B. to K. B's 2nd.‡

His proper play is,—

27. Kt. to Q's 3rd.

And then let Black do what he may the game is not to be redeemed.

* The opening is very intricate and difficult on both sides.

† Mr. Cochrane now cleverly manages to imprison one of the Rooks completely.

‡ The importance of this move is abundantly proved anon.

25. Q. R. to Q's 7th.	25. B. to Q. B's 5th.
26. K. R. to Q's sq.	26. P. to Q. Kt.'s 4th.
27. Q. R. to K's 7th.†	27. B. to Q's 6th.
28. P. to K. B's 3rd.	28. R. to Q. B's 5th.
29. P. takes P.	29. P. takes P.
30. P. to K. R's 3rd.	30. K. to R's 2nd.
31. K. to R's 2nd.	31. R. to Q. B's 3rd.
32. R. to K. B's 7th.	32. K. to R's 3rd.
33. R. to K. B's 8th.	33. K. to R's 2nd.
34. K. R. to K's sq.	34. P. to K. R's 5th.
35. P. to K. Kt.'s 4th.	35. R. takes Q. B. P.

And wins.

Game LVII.

WITH AN EMINENT LONDON PLAYER.

[The Lopez Gambit.]

WHITE. (Mr. S.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K's 2nd.	3. K. Kt. to B's 3rd.
4. P. to K. B's 4th.	4. Q. to K's 2nd.
5. K. Kt. to B's 3rd.	5. P. takes P.*
6. P. to Q's 4th.	6. B. to Q. Kt.'s 3rd.
7. P. to K's 5th.	7. K. Kt. to R's 4th.
8. Q. Kt. to B's 3rd.	8. P. to Q. B's 3rd.
9. Q. Kt. to K's 4th.	9. Castles.
10. Q. Kt. to Q's 6th.†	10. K. B. to Q. R's 4th (ch.)
11. P. to Q. B's 3rd.	11. P. to Q. Kt.'s 4th.
12. B. to Q. Kt.'s 3rd.	12. Q. B. to R's 3rd.
13. Q. to K's 4th.	13. P. to Q. Kt.'s 5th.
14. Q. Kt. to K. B's 5th.	14. Q. to Q's sq.
15. P. to Q. B's 4th.	15. P. to Q's 4th.‡
16. Q. B. P. takes P.	16. K. R. to K's sq.

* The taking this Pawn too early in the Lopez Gambit, subjects the second player to a troublesome attack.

† Black's Pieces on the Queen's side are now inextricably locked up for some time; and this is mainly attributable to his precipitate capture of the Gambit Pawn.

‡ Black struggles desperately to free himself from the restraint of his position, but the hold White has of him is too secure to be shaken off now by any efforts.

17. P. to Q's 6th.	17. P. to K. Kt.'s 3rd.
18. Kt. to R's 6th (ch.)	18. K. to Kt.'s 2nd.
19. Kt. takes K. B. P.	19. Q. to Q. Kt.'s 3rd.
20. Q. B. takes P.	20. Kt. takes B.
21. Q. takes Kt.	21. Q. Kt. to Q's 2nd.
22. Q. to K. R's 6th (ch.)	

And wins.

CHAPTER III.

THE KING'S GAMBIT.

GAME LVIII.

WITH MR. COCHRANE.

[MUZIO GAMBIT.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. B. to Q. B's 4th.	4. P. to K. Kt.'s 5th.
5. P. to Q's 4th.	5. P. takes Kt.
6. Q. takes P.	6. P. to Q's 4th.
7. B. takes P.	7. P. to Q. B's 3rd.
8. B. takes K. B. P. (ch.)	8. K. takes B.
9. Castles.	9. K. B. to R's 3rd.*
10. Q. B. takes P.	10. B. takes B.
11. Q. takes B. (ch.)	11. K. Kt. to B's 3rd.
12. P. to K's 5th.	12. K. R. to K. Kt's sq.
13. Q. to K. R's 4th.	13. K. to K's sq.
14. R. takes Kt.	14. Q. B. to Kt.'s 5th.
15. Q. to K. B's 2nd.	15. Q. Kt. to Q's 2nd.
16. R. to K. B's 4th.	16. P. to Q. B's 4th.†
17. Q. Kt. to B's 3rd.	17. Q. Kt. to Kt.'s 3rd.

* If Black at this point takes P. with Q. (ch.), White can interpose his Q. B., and obtain a fine attacking position immediately.

† This seems weak, but Black has really no good move on the Board.

18.	Q. Kt. to K's 4th.	18. Q. B. to K's 3rd.
19.	Q. Kt. to B's 6th (ch.)	19. K. to K's 2nd.
20.	Q. to K. R's 4th.	20. K. R. to Kt.'s 3rd.
21.	P. to Q's 5th.*	21. Kt. takes Q. P.
22.	Kt. takes Kt. (double ch.)	22. K. to Q's 2nd.
23.	Q. takes R. P. (ch.)	23. K. to B's 3rd.
24.	Kt. to K's 7th (ch.)	24. Q. takes Kt.
25.	Q. takes Q.	

And wins.

Game LXIX.

WITH AN AMATEUR.

[Muzio Gambit.]

	WHITE. (Mr. S.)	BLACK. (Mr. —)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	P. to K. B's 4th.	2. P. takes P.
3.	K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th
4.	B. to Q. B's 4th.	4. P. to K. Kt.'s 5th.
5.	Castles	5. P. takes Kt.
6.	Q. takes P.	6. Q. to K. B's 3rd.
7.	P. to K's 5th.	7. Q. takes P.
8.	P. to Q's 3rd.	8. K. B. to R's 3rd.
9.	Q. Kt. to B's 3rd.	9. P. to Q. B's 3rd.
10.	Q. B. takes P.	10. Q. takes B.
11.	Q. to K. R's 5th.	11. Q. to Q's 5th (ch.)
12.	K. to R's sq.	12. P. to Q's 4th.
13.	Q. takes K. B. P. (ch.)	13. K. to Q's sq.
14.	Q. R. to K's sq.	14. Q. B. to Q's 2nd.
15.	B. takes Q. P.	15. P. takes B.
16.	Kt. takes P.†	16. Q. to K. Kt.'s 2nd.
17.	Q. to K. R's 5th.	17. Q. to K. Kt.'s 3rd.
18.	Q. to K. R's 4th (ch.)	18. K. to B's sq.‡
19.	K. R. to B's 6th.	19. Q. to K. Kt.'s 2nd.§

* The tenacity with which Mr. Cochrane would hold his opponent if he once got him in a grip like this was remarkable. You might as easily burst iron bonds as escape from him in these positions.

† Threatening mate in two moves by R. to K's 8th, and Q. to Q. B's 7th.

‡ If he had interposed his Q. or B. White would have won by playing R. to B's 8th, (ch., &c.)

§ He would evidently have lost his Q. had he taken the R. with K. Kt.

20. Q. to Q. B's 4th (ch.)	20. Q. Kt. to B's 3rd.
21. R. takes Kt. (ch.)*	21. B. takes R.†
22. Q. R. to K's 8th (ch.)	22. K. to Q's 2nd.
23. R. takes Q. R.	23. Q. to K's 4th.
24. Q. to K. Kt.'s 4th (ch.)	24. K. to Q's 3rd.
25. R. to Q's 8th (ch.)	25. K. to B's 4th.
26 Q. to Q. Kt.'s 4th.	

Checkmate.

Game LX.

Between the same players.

[Muzio Gambit.]

White. (Mr. S.)	Black. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. K. B. to Q. B's 4th.	4. P. to Kt.'s 5th.
5. Castles.	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B's 3rd.
7. P. to Q. Kt.'s 3rd.‡	7. Q. Kt. to B's 3rd.
8. Q. B. to Kt.'s 2nd.	8. B. to Q. B's 4th (ch.)
9. K. to R's sq.	9. Q. takes B.
10. Q. Kt. to B's 3rd.	10. Q. Kt. to K's 4th.
11. B. takes P. (ch.)	11. Kt. takes B.
12. Q. takes P.	12. K. Kt. to R's 3rd.
13. Q. R. to Q. Kt.'s sq.§	13. Q. takes Q. B. P.
14. Q. Kt. to Q's 5th.	14. K. B. to Q's 3rd.
15. P. to K's 5th.	15. B. takes P.
16. Q. R. to K's sq.	16. P. to Q's 3rd.
17. Q. to K. B's 6th.	17. K. to Q's 2nd.
18. Q. to K's 7th (ch.)	18. K. to B's 3rd.
19. Q. takes Q. B. P. (ch.)	

And wins.

* White dare not pause in the attack; he has sacrificed too much to recede, but he has hardly force enough to win against the best defence.

† Much better to have taken with the Pawn.

‡ An ingenious suggestion of Mr. Mc Donnell's. It is not, however, so good a move as the ordinary one of P. to K's 5th.

§ To dispossess her of the command of the Black diagonal, before White plays away his Kt.

Game LXI.

WITH MR. DANIELS, A METROPOLITAN PLAYER OF HIGH EXCELLENCE AND STILL HIGHER PROMISE, BUT WHO, UNFORTUNATELY, WAS LOST TO US SOME YEARS SINCE BY DEATH, AT THE EARLY AGE OF THIRTY-TWO.

[King's Bishop's Gambit.]

Black. (Mr. D.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. B. to Q. B's 4th.	3. P. to Q. Kt.'s 4th.
4. B. to Q. Kt.'s 3rd.	4. Q. to K. R's 5th (ch.)
5. K. to B's sq.	5. P. to K. Kt.'s 4th.
6. Q. Kt. to B's 3rd.	6. P. to Q. B's 3rd.
7. K. Kt. to B's 3rd.	7. Q. to K. R's 4th.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.
9. K. to K. Kt.'s sq.	9. P. to K. Kt.'s 5th.
10. K. Kt. to R's 2nd	10. P. to Q's 3rd.
11. P. to Q's 4th.	11. P. to Q. R's 4th.
12. P. to Q. R's 3rd.	12. P. to K. B's 6th.
13. P. takes P.	13. P. takes P.
14. Q. takes P.	14. Q. takes Q.
15. Kt. takes Q.	15. K. Kt. to B's 3rd.
16. P. to K's 5th.	16. Kt. to K. R's 4th.
17. P. takes P.	17. B. takes P.
18. Q. Kt. to K's 4th.	18. K. B. to Q. B's 2nd.
19. K. to B's 2nd.	19. P. to K. B's 4th.
20. Q. Kt. to B's 5th.	20. K. B. to Kt.'s 6th (ch.)
21. K. to Kt.'s 2nd.	21. Q. R. to R's 2nd.
22. K. Kt. to K's 5th.	22. Q. R. to K's 2nd.
23. Q. Kt. to Q's 3rd.*	23. P. to K. B's 5th.
24. K. to K. B's 3rd.	24. Q. B. to K. B's 4th.†
25. Q. Kt. takes K. B. P.‡	25. B. takes Kt.

* Kt. to K. Kt.'s 6th, though it looks promising, would have been of no avail.

† This move will be found to exercise an important influence upon the subsequent play.

‡ Suppose, instead of this, he had played,—

25. Q. B. takes P.	25. B. takes Q. Kt.
26. B. takes B. or (A.)	26. B. to K's 5th (ch.)

And wins the "exchange."

26. Q. B. takes B.	26. P. to Q. R's 5th.
27. K. B. to Q. R's 2nd.	27. B. takes Q. B. P.
28. K. R. to K's sq.	28. K. R. to K. B's sq.
29. B. to K. B's 7th (ch.)*	29. Q. R. takes B.
30. Kt. takes R. (dis. ch.)	30. K. takes Kt.
31. B. takes Q. Kt.	31. R. takes B.
32. K. R. to K's 5th.	32. Kt. to K. B's 3rd.
33. Q. R. to Q. B's sq.	33. B. to Q. Kt.'s 6th.
34. Q. R. takes P.†	34. B. to Q's 4th (ch.)
35. K. R. takes B.	35. Kt. takes R.
36. R. takes K. R. P.	36. Kt. to K. B's 3rd.
37. P. to K. R's 5th.	37. R. to Q's sq.
38. K. to K's 2nd.	38. R. takes Q. P.
39. R. to K. R's 8th.	39. K. to Kt.'s 2nd.
40. R. to Q. Kt.'s 8th.	40. R. to Q's 4th.
41. R. to Q. Kt.'s 7th (ch.)	41. K. to R's 3rd.
42. R. to Q. Kt.'s 6th.	42. R. to K. B's 4th.
43. K. to Q's 3rd.	43. K. takes P.

And White wins.

GAME LXII.

WITH A STRONG METROPOLITAN PLAYER.

[KING'S BISHOP'S GAMBIT.]

BLACK. (Mr. —)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to Q's 4th.
4. P. takes P.	4. K. Kt. to B's 3rd.
5. Q. Kt. to B's 3rd.	5. P. to Q. B's 3rd.
6. P. to Q's 3rd.	6. K. B. to Q's 3rd.
7. P. takes Q. B. P.	7. Q. Kt. takes P.
8. K. Kt. to B's 3rd.	8. Castles.
9. Castles.	9. Q. B. to K. Kt.'s 5th.
10. Q. Kt. to K's 2nd.	10. B. takes K. Kt.
11. K. Kt. P. takes B.‡	11. Kt. to K. R's 4th.

(A.)

26. Kt. takes B.	26. B. takes B.
27. Kt. takes B.	27. R. to K. B's sq., winning the Kt.

* He has no better move.

† The game is lost, so it is almost indifferent what he plays.

‡ Taking with the Rook would have exposed him to a still fiercer attack.

12. P. to Q's 4th.*	12. Q. to K. R's 5th.
13. P. to Q. B's 3rd.	13. Q. R. to K's sq.
14. R. to B's 2nd.	14. Kt. to K's 2nd.
15. Q. to her 3rd.	15. Q. to R's 6th.
16. R. to K. Kt.'s 2nd.	16. Kt. to K. B's 4th.
17. K. to R's sq.	17. R. takes Kt.

And Black resigned.

Game LXIII.

Between the same players.

[King's Gambit Refused.]

White. (Mr. —.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. K. B. to B's 4th.
3. P. to Q. B's 3rd.	3. Q. Kt. to B's 3rd.
4. K. B. to Q. B's 4th.	4. K. Kt. to B's 3rd.
5. Q. to K. B's 3rd.	5. Castles.
6. P. to Q's 3rd.	6. P. to Q's 3rd.
7. P. to K. B's 5th.	7. Q. Kt. to R's 4th.
8. P. to Q. Kt.'s 4th.	8. B. takes K. Kt.
9. P. takes Kt.	9. B. to Q. B's 4th.
10. Q. Kt. to Q's 2nd.	10. P. to Q. B's 3rd.
11. Kt. to Q. Kt.'s 3rd.	11. P. to Q. Kt.'s 4th.
12 P. takes P. (*en passant.*)	12. K. B. takes P.
13. Q. Kt. to Q's 2nd.†	13. P. to Q's 4th.
14. B. to Q. Kt.'s 3rd.	14. Q. B. to R's 3rd.
15. Q. B. to R's 3rd.	15. R. to K's sq.
16. Castles on Q's side.	16. P. to K. R's 3rd.
17. P. to K. Kt.'s 4th.	17. Kt. to K. R's 2nd.
18. P. to K. R's 4th.‡	18. K. B. to Q. R's 4th.
19. Kt. to Q. Kt.'s sq.	19. P. to Q's 5th.
20. P. to Q. B's 4th.	20. Q. R. to Kt.'s sq.
21. K. to B's 2nd.	21. P. to K. B's 3rd.
22. P. to Q. B's 5th (dis. ch.)	22. K. to R's sq.

* His best move to avert the dangerous consequences of White's impending check.

† He was compelled to retreat this Kt., to avoid the danger from Black's threatened advance of the Q's Pawn.

‡ This is the right style when your own King is safely housed on the other side.

23. P. to K. Kt.'s 5th.	23. K. B. P. takes P.
24. P. takes P.	24. Kt. takes P.
25. Q. to K. R's 5th.	25. Q. to K's 2nd.
26. Q. R. to K. Kt.'s sq.*	26. Kt. to K. R's 2nd.
27. K. R. to R's 2nd.	27. K. B. to Kt's 5th.
28. K. R. to K. Kt.'s 2nd.	28. Q. takes P. (ch.)
29. K. to Q's sq.	29. B. takes B.
30. Kt. takes B.	30. Q. to Q. B's 6th.
31. B. to Q. B's 2nd.	31. B. takes Q. P.
32. Q. to Kt.'s 4th.	32. Kt. to Kt.'s 4th.
33. Q. to Kt.'s 3rd.	33. B. takes B. (ch.)

And wins.

CHAPTER IV.

THE QUEEN'S GAMBIT, ACCEPTED AND REFUSED.

Game LXIV.

PLAYED SOME YEARS SINCE WITH A HIGHLY DISTINGUISHED AMATEUR.

[Queen's Gambit accepted.]

WHITE. (Mr. —.)	BLACK. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. to Q's 5th.	4. K. Kt. to B's 3rd.
5. P. to K's 4th.	5. K. B. to Q's 3rd.
6. K. B. takes P.	6. Castles.
7. P. to K. R's 3rd.	7. P. to Q. B's 3rd.
8. Q. B. to K. Kt.'s 5th.	8. P. to Q. Kt's 4th.
9. K. B. to Q. Kt.'s 3rd.	9. P. to Q. Kt.'s 5th.
10. Q. Kt. to K's 2nd.	10. K. B. to K's 2nd.
11. Q. to Q. B's 2nd.	11. K. Kt. takes Q. P.†

* White has certainly a most imposing looking attack, but he hardly prosecutes it with vigour enough.

† The game is extremely animated and interesting from this point.

12. Q. R. to Q's sq.	12. B. takes B.
13. K. Kt. to B's 3rd.*	13. K. Kt. to K's 6th.
14. P. takes Kt.	14. Q. to K's 2nd.
15. K. Kt. takes B.	15. Q. takes Kt.
16. Castles.	16. Q. B. takes K. R. P.
17. Kt. to K. Kt.'s 3rd.	17. Q. Kt. to Q's 2nd.†
18. K. R. takes K. B. P.‡	18. K. to R's sq.
19. Kt. to K. B's 5th.	19. K. R. takes R.
20. B. takes R.	20. B. takes Kt.
21. P. takes B.	21. Q. takes K. P. (ch.)
22. Q. to K. B's 2nd.	22. Q. takes Q. (ch.)
23. K. takes Q.	23. Q. Kt. to K. B's 3rd.
24. K. to B's 3rd.	24. Q. R. to K. B's sq.
25. B. to K's 6th.	25. P. to Q. R's 4th.
26. R. to Q. B's sq.	26. P. to K. Kt.'s 3rd.
27. R. takes Q. B. P.	27. P. takes P.
28. R. to Q. R's 6th.	28. P. to K's 5th (ch.)
29. K. to his 3rd.	

The game was never finished.

Game LXV.

WITH MR. COCHRANE.

[Queen's Gambit accepted.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.
3. P. to K's 4th.	3. P. to K's 4th.
4. P. to Q's 5th.	4. K. Kt. to B's 3rd.
5. Q. B. to K. Kt.'s 5th.	5. K. B. to Q. B's 4th.
6. Q. Kt. to B's 3rd.	6. Castles.
7. K. B. takes P.	7. P. to Q. R's 3rd.
8. P. to K. R's 3rd.	8. P. to Q. Kt.'s 4th.
9. B. to Q's 3rd.	9. P. to Q. Kt.'s 5th.§
10. Q. Kt. to K's 2nd.	10. K. B. to K's 2nd.

* This is refining overmuch; he should have captured the Kt. while it was in his power.

† Taking the Kt. would have afforded White an almost overpowering attack.

‡ Very ingenious.

§ This is lost time, because it merely forces Black the way that he would go.

11. B. takes Kt.	11. B. takes B.
12. K. Kt. to B's 3rd.	12. P. to Q. R's 4th.
13. Q. R. to Q. B's sq.*	13. Q. to her 3rd.
14. Q. Kt. to K. Kt.'s 3rd.	14. P. to K. Kt. s 3rd.
15. Castles.	15. K. to R's sq.
16. K. Kt. to Q's 2nd.†	16. K. B. to K. Kt.'s 4th.
17. Q. R. to B's 2nd.	17. K. B. takes Kt.
18. Q. takes B.	18. P. to K. B's 4th.
19. P. to K. B's 4th.	19. K. P. takes P.
20. K. R. takes P.	20. P. to K. Kt.'s 4th.
21. K. R. to K. B's 3rd.	21. P. to K. B's 5th.
22. Kt. to K's 2nd.	22. Q. to K's 4th.
23. P. to Q. R's 3rd.	23. P. takes P.
24. P. takes P.	24. Q. B. to R's 3rd.
25. B. takes B.	25. R. takes B.
26. Q. to her 4th.‡	26. Kt. to Q's 2nd.
27. Q. R. takes P.	27. Q. takes Q.
28. Kt. takes Q.	28. Kt. to K. B's 3rd.
29. Kt. to K's 6th.	29. K. R. to K. Kt.'s sq.
30. K. R. to Q. Kt.'s 3rd.	30. Kt. takes K. P.
31. K. R. to Q. Kt's 7th.	31. Kt. to K. B's 3rd.
32. Q. R. to K. B's 7th.	

And White surrendered.

GAME LXVI.

Between the same players.

[QUEEN'S GAMBIT REFUSED.]

BLACK. (Mr. S.)	WHITE. (Mr. C.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to Q. B's 3rd.§
3. Q. Kt. to B's 3rd.	3. K. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. P. takes P.
5. P. to K's 4th.	5. P. to Q. Kt.'s 4th.
6. Q. B. to K. Kt.'s 5th.	6. P. to Q. Kt.'s 5th.
7. B. takes Kt.‖	7. P. takes Kt.
8. B. to K's 5th.	8. P. to K. B's 3rd.

* Generally a commanding spot to plant the Q's Rook on.

† With the object of advancing his K.B.P.

‡ After this move White's game is irretrievable.

§ Not so good a move as P. to K's 3rd, since it retards the activity of the Q. Kt.

‖ Hastily played.

9.	B. takes Q. Kt.	9. P. takes Q. Kt. P.
10.	Q. R. to Kt.'s sq.	10. Q. to R's 4th (ch.)
11.	Kt. to Q's 2nd.	11. R. takes B.
12.	B. takes P.	12. Q. to her B's 6th.
13.	Q. to K. R's 5th (ch.)*	13. K. to Q's sq.
14.	Q. to K. B's 3rd.	14. Q. takes Q.
15.	P. takes Q.	15. P. to K's 3rd.
16.	B. to Q. Kt.'s 3rd.	16. P. to Q. R's 4th.
17.	K. to his 2nd.	17. P. to K. Kt.'s 3rd.
18.	K. to Q's 3rd.	18. K. B. to K. R's 3rd.
19.	K. to Q. B's 2nd.	19. Q. R. to Q. Kt.'s 5th.
20.	Kt. to Q. B's 4th.	20. P. to Q. R's 5th.
21.	K. to Q. B's 3rd.	21. K. B. to his sq.†
22.	B. to Q. B's 2nd.	22. R. takes Kt. (ch.)‡
23.	K. takes R.	23. P. to Q. R's 6th.
24.	P. to K. B's 4th.	24. K. to Q's 2nd.
25.	P. to K. R's 4th.	25. Q. B. to R's 3rd (ch.)
26.	K. to Q. B's 3rd.	26. K. B. to K's 2nd.
27.	B. to Q. Kt.'s 3rd.	27. R. to Q. Kt.'s sq.
28.	K. to B's 2nd.	28. K. B. to Q. Kt's 5th.
29.	P. to K. R's 5th.	29. P. to K. Kt.'s 4th.
30.	P. to K. B's 5th.	30. P. takes P.
31.	P. takes P.	31. Q. B. to K's 7th.
32.	K. R. to his 3rd.	32. Q. B. to K. Kt.'s 5th.
33.	B. to K's 6th (ch.)	33. K. to Q's 3rd.
34.	K. R. to Q. Kt's 3rd.	34. R. to Q. Kt.'s 4th.
35.	P. to K. B's 3rd.	35. B. to K. R's 6th.§
36.	Q. R. to K. R's sq.	36. P. to K. Kt.'s 5th.
37.	P. takes P.‖	37. Q. B. to K. Kt's 7th.
38.	Q. R. to Q's sq.	38. B. to K's 5th (ch.)
39.	Q. R. to Q's 3rd.	39. K. B. to Q. B's 6th.¶

And Black cannot possibly save the game.

* Having in view the occupation of the Q. B's 5th by the Q., if White does not move his King.

† The attack and counter-attack render this point of the game amusing enough.

‡ This enables White to sustain his formidable Pawn at the Queen's Knight's 7th.

§ He would have played ill in taking the K. R. P.

‖ By this thoughtless venture Black loses the game. He had only to play the R. to K. Kt.'s sq., and the day was his own.

¶ A remarkable and masterly stroke of play, which we commend to the reader's studious consideration.

Game LXVII.

Between the same players.

[Queen's Gambit refused.]

	White. (Mr. C.)	Black. (Mr. S.)
1.	P. to Q's 4th.	P. to Q's 4th.
2.	P. to Q. B's 4th.	P. to K's 3rd.
3.	P. to K's 3rd.	P. to Q. B's 4th.
4.	Q. P. takes P.	B. takes P.
5.	P takes P.	P. takes P.
6.	K. Kt. to B's 3rd.	K. Kt. to B's 3rd.
7.	K. B. to K's 2nd.	Q. Kt. to B's 3rd.
8.	Q. Kt. to B's 3rd	Q. B. to K's 3rd.
9.	Castles.	Castles.
10.	P. to K. R's 3rd.	Q. to K's 2nd.
11.	P. to Q. R's 3rd.	P. to Q. R's 3rd.
12.	P. to Q. Kt.'s 4th.	K. B. to Q's 3rd.
13.	P. to Q. Kt's 5th.	Q. Kt. to K's 4th.
14.	K. Kt. to Q's 4th.	K. R. to Q. B's sq.
15.	Q. B. to Kt.'s 2nd.	Q. Kt. to Q. B's 5th.
16.	K. B. takes Kt.	K. R. takes B.
17.	P. takes Q. R. P.	P. takes P.
18.	Q. Kt. to K's 2nd.	Q. R. to Q. B's sq.
19.	Q. to her 3rd.	Kt. to K's 5th.
20.	Kt. takes Q. B.	P. takes Kt.
21.	Q. R. to Q. B's sq.	Q. to K. R's 5th.*
22.	R. takes R.	R. takes R.
23.	Kt. to Q's 4th.	Kt. to K. Kt.'s 4th.
24.	P. to K's 4th.†	Q. to K. B's 5th.
25.	P. to K. Kt.'s 3rd.	Kt. takes K. R. P. (ch.)
26.	K. to Kt.'s 2nd.	Q. to K. Kt.'s 5th.
27.	Kt. takes K. P.	Q. takes Kt.
28.	P. to K's 5th.‡	B. to Q. B's 4th.
29.	R. to K. R's sq.	Kt. to K. Kt.'s 4th.
30.	P. to K. B's 4th.	Kt. to K's 5th.
31.	P. to K. B's 5th.	Q. takes K. B. P.

* The commencement of an attack, which it is difficult, if not impossible, for White to parry.

† If, instead of this move, he had ventured to take the K. P. (a mode of play which would have given him an advantage if Black, then took the Kt.), he would have been mated in three moves.

‡ This and the next three or four moves are ingeniously played to regain the Piece.

32. Q. takes P. (ch.)	32. Q. to K. B's 2nd.
33. Q. to her 8th (ch.)	33. Q. to B's sq.
34. Q. to her 5th (ch.)	34. K. to R's sq.

And White resigned.

Game LXVIII.

Between the same players.

[Queen's Gambit refused.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2 P. to Q. B's 4th.	2. P. to K's 3rd.
3. P. to K's 3rd.	3. P. to Q. B's 4th.
4. Q. B. P. takes P.	4. K. P. takes P.
5. Q. Kt. to B's 3rd.	5. K. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. Q. Kt. to B's 3rd.
7. P. takes P.	7. B. takes P.
8. K. B. to K's 2nd.	8. Castles.
9. Castles.	9. B. to K's 3rd.
10. P. to Q. R's 3rd.	10. K. B. to Q's 3rd.
11. P. to Q. Kt's 4th.	11. Q. Kt. to K's 4th.
12. Q. Kt. to his 5th.	12. Kt. takes K. Kt. (ch.)
13. B. takes Kt.	13. B. to K's 4th.
14. Kt. to Q's 4th.	14. Q. to her 3rd.
15. P. to K. R's 3rd.	15. Q. to her 2nd.
16. Kt. takes B.	16. P. takes Kt.*
17. Q. R. to Kt.'s sq.	17. Q. R. to Q. B's sq.
18. Q. B. to Kt.'s 2nd.	18. K. B. to Q. Kt.'s sq.
19. P. to K's 4th.†	19. Q. to Q. B's 2nd.
20. P. to K's 5th.	20. Kt. to Q's 2nd.
21. Q. R. to Q. B's sq.	21. Q. to her sq.
22. R. takes R.	22. Q. takes R.
23. Q. to K's 2nd.	23. Kt. to Q. Kt.'s 3rd.
24. K. B. to K. Kt's 4th.	24. R. to K. B's 5th.‡
25. Q. to her 2nd.	25. R. to Q. B's 5th.
26. R. to Q. B's sq.	26. R. takes R. (ch.)
27. Q. takes R.	27. Q. takes Q. (ch.)
28. B. takes Q.	28. K. to B's 2nd.

* No advantage would have accrued to Black from his taking the Q's R. instead of the Kt.

† The proper play.

‡ Threatening to gain a Pawn by playing the R. to K's 5th next move.

29. P. to K. B's 4th.	29. P. to K. Kt.'s 3rd.
30. K. to B's 2nd.	30. Kt. to Q. B's 5th.
31. K. B. to K's 2nd.	31. P. to Q. Kt.'s 4th.
32. B. takes Kt.*	32. Q. P. takes B.

And Black ultimately won through his passed Pawn.

Game LXIX.

Between the same players.

[Queen's Gambit Refused.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. P. to K's 3rd.	3. K. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. B. checks.
5. Q. Kt. to B's 3rd.	5. Castles.
6. Q. B. to Q's 2nd.	6. P. to Q. Kt.'s 3rd.
7. B. to K's 2nd.	7. B. takes Q. Kt.
8. P. takes B.	8. Q. B. to Kt.'s 2nd.
9. P. takes P.	9. B. takes P.
10. Castles.	10. P. to Q. R's 4th.
11. P. to K. R's 3rd.	11. Q. Kt. to B's 3rd.
12. K. Kt. to R's 2nd.	12. Q. Kt. to K's 2nd.
13. P. to K. B's 3rd.	13. B. to Q. Kt.'s 2nd.
14. P. to K's 4th.	14. Q. Kt. to K. Kt.'s 3rd.
15. Q. to K's sq.	15. Q. to K's 2nd.
16. B. to K. Kt.'s 5th.	16. P. to K. R's 3rd.
17. B. takes Kt.	17. Q. takes B.
18. Q. to her 2nd.	18. Kt. to K. B's 5th.
19. K. to R's sq.	19. Kt. takes B.
20. Q. takes Kt.	20. B. to Q. R's 3rd.
21. Q. to K's 3rd.	21. B. takes R.
22. R. takes B.	22. Q. to K's 2nd.
23. P. to K. Kt 's 4th.†	23. P. to Q. B's 4th.
24. P. to K. B's 4th.	24. P. takes Q. P.
25. P. takes P.	25. Q. R. to Q's sq.
26. Kt. to B's 3rd.	26. Q. R. to Q. B's sq.

* This was certainly unadvisable.

† The present, like the generality of openings on the Q's side, is somewhat monotonous, but the subsequent portion of the game is full of striking and critical positions.

27. P. to K. B's 5th.	27. P. takes P.
28. Kt. P. takes P.	28. R. to Q. B's 7th.
29. Kt. to K's sq.*	29. R. takes Q. R. P.
30. P. to K. B's 6th.	30. Q. to her B's 2nd.
31. P. to K's 5th.	31. Q. to her B's 3rd (ch.)
32. Kt. to B's 3rd.	32. Q. to K's 3rd.
33. Kt. to K. R's 4th.	33. Q. to her 4th (ch.)
34. Kt. to K. B's 3rd.	34. K. R. to Q. B's sq.
35. K. R. to K. Kt.'s sq.	35. P. to K. Kt.'s 3rd.
36. P. to K's 6th.†	36. K. to R's 2nd.
37. P. takes K. B. P.	37. Q. takes K. B. P.
38. Q. to K's 4th.	38. R. to K's sq.
39. Q. to K. R's 4th.	39. K. R. to K's 7th.
40. Q. to K. B's 4th.‡	40. Q. R. to Q. B's 7th.
41. R. to K. Kt.'s 4th.§	41. P. to K. Kt.'s 4th.
42. Q. to B's 5th (ch.)	42. K. to R's sq.
43. P. to Q's 5th.	43. Q. to her B's 2nd.

And wins.

Game LXX.

Between the same players.

[Queen's Gambit Refused.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. P. to K's 3rd.	3. P. to Q. B's 4th.
4. P. takes Q. B. P.	4. K. B. takes P.
5. Q. B. P. takes P .	5. K. P. takes P.
6. K. Kt. to B's 3rd.	6. K. Kt. to B's 3rd.
7. Q. B. to Q's 2nd.	7. Castles.
8. Q. B. to his 3rd.	8. Q. Kt. to B's 3rd.

* Purposely surrendering his Q. R. P. that he may advance the K. B. P.

† Cleverly conceived, as Black dare not take it either with Q. or P.

‡ It is clear, from the following moves, that White would have gained nothing by checking with his Kt. (*e. g.*):—

40. Kt. checks.	40. K. to Kt.'s sq.
41. Kt. to B's 3rd (best)	41. R. to K. R's 7th (ch.)
42. Kt. takes R.	42. Q. to her 4th (ch.), &c.

§ An insidious manœuvre. Intending to take the K. R. P. with the Q., and mate next move.

9.	K. B. to K's 2nd.*	9. Q. B. to K's 3rd.
10.	Castles.	10. Q. to K's 2nd.
11.	Kt. to Q's 4th.	11. Q. Kt. takes Kt.
12.	B. takes Kt.	12. B. takes B.
13.	Q. takes B.	13. P. to Q. R's 3rd.
14.	Q. to K. R's 4th.	14. P. to Q. Kt.'s 4th.
15.	B. to Q's 3rd.	15. P. to K. R's 3rd.
16.	Q. Kt. to B's 3rd.	16. Q. to her 3rd.
17.	Kt. to K's 2nd.	17. Kt. to K. Kt.'s 5th.†
18.	Q. to K. Kt.'s 3rd.	18. Q. takes Q.
19.	K. R. P. takes Q.	19. Kt. to K's 4th.
20.	Q. R. to Q's sq.	20. Q. R. to Q. B's sq.
21.	Kt. to Q's 4th.	21. Q. R. to Q. B's 4th.
22.	B. to K. B's 5th.‡	22. K. R. to K's sq.
23.	Q. R to Q. B's sq.	23. R. takes R.
24.	R. takes R.	24. B. takes B.
25.	Kt. takes B.	25. Kt. to Q's 6th.
26.	R. to Q. Kt.'s sq.§	26. R. to K's 4th.
27.	Kt. to Q's 4th.	27. R. to K's 2nd.
28.	P. to Q. R's 3rd.	28. R. to Q. B's 2nd.
29.	K. to B's sq.	29. P. to K. Kt.'s 3rd.
30.	K. to his 2nd.	30. Kt. to K's 4th.
31.	R. to Q's sq.	31. K. to Kt.'s 2nd.
32.	R. to Q's 2nd.	32. K. to B's 3rd.
33.	Kt. to K. B's 3rd.	33. Kt. takes Kt.
34.	K. takes Kt.	34. K. to his 4th.‖
35.	K. to his 2nd	35. R. to Q. B's 5th.¶
36.	P. to K. B's 3rd.	36. P. to K. B's 4th.
37.	K. to Q's 3rd.	37. P. to K. Kt.'s 4th.
38.	P. to K. B's 4th (ch.)	38. K. to Q's 3rd.
39.	R. to Q. B's 2nd.	39. R. takes R.
40.	K. takes R.	40. K. to Q. B's 4th.

* If White had taken the Kt. Black could have re-captured with his Queen safely, for White dared not take the Q. P. on account of the impending danger to his Q. Kt. P. and Q. R.

† For the purpose of placing him at K's 4th.

‡ Very well conceived.

§ The giving up command of the open file is a disadvantage, but, if he had played R. to Q. B's 2nd, Black would have answered with Kt. to Q. Kt.'s 5th, &c.

‖ The game now becomes instructive as a trial of skill in Pawn play.

¶ To enable him to move his K. to K's 5th, in the event of White's playing P. to K. B's 4th

41. K. to Q. B's 3rd.	41. P. to Q's 5th (ch.)*
42. P. takes P. (ch.)	42. K. to Q's 4th.
43. K. to Q's 3rd.	43. P. to Q. R's 4th.
44. P. takes K. Kt. P.	44. K. R. P. takes P.
45. P. to Q. Kt.'s 3rd.	45. P. to K. Kt.'s 5th.†
46. K. to his 3rd.	46. K. to Q's 3rd.
47. K. to B's 4th.	47. K. to Q's 4th.
48. K. takes P.	48. K. takes P.
49. K. takes P.	49. K. to Q. B's 6th.
50. K. to K. B's 4th.	50. K. takes P.
51. P. to K. Kt.'s 4th.	51. K. takes Q. R. P.
52. P. to Kt.'s 5th.	52. P. to Q. Kt.'s 5th.
53. P. to Kt.'s 6th.	53. P. to Kt.'s 6th.
54. P. to Kt.'s 7th.	54. P. to Kt.'s 7th.
55. P. to Kt.'s 8th "Queens."	55. P. to Kt.'s 8th "Queens."

The game was prolonged for above 100 moves, and finally given up as drawn.

* This Pawn is sacrificed to prevent the White King from gaining possession of the Q's 4th sq., which otherwise it would have been extremely difficult to do.

† On closely considering the position, the student will discover its difficulties, and how extremely nice is the play required on either side.

SYNOPSIS OF BOOK III.

IRREGULAR OPENINGS,

INCLUDING

THE FRENCH GAME:—

1. P. to K's 4th. / P. to K's 3rd.

THE SICILIAN GAME:—

1. P. to K's 4th. / P. to Q. B's 4th.

MISCELLANEOUS:—

1. P. to Q's 4th. / P. to K's 3rd.

1. P. to Q's 4th. / P. to K. B's 4th.

BOOK III.

IRREGULAR OPENINGS.

CHAPTER I.

GAME I.

WITH MR. COCHRANE.

[FRENCH GAME.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. Kt. to B's 3rd.
5. P. to K. B's 4th.	5. Q. to Q. Kt.'s 3rd.
6. K. Kt. to B's 3rd.	6. K. Kt. to R's 3rd.
7. K. B. to Q's 3rd.	7. K. B. to K's 2nd.
8. K. B. to Q. B's 2nd.	8. Castles.
9. Castles.	9. P. to K. B's 4th.
10. K. to R's sq.	10. Q. B. to Q's 2nd.
11. P. to K. R's 3rd.	11. Q. R. to Q. B's sq.*
12. P. to Q. R's 3rd.	12. P. to Q. R's 4th.
13. K. R. to K. Kt.'s sq.	13. P. takes P.
14. P. takes P.	14. Q. to Q. B's 2nd.†
15. Q. Kt. to B's 3rd.	15. Q. Kt. to R's 2nd.
16. P. to K. Kt.'s 4th.	16. P. to Q. Kt.'s 4th.
17. K. Kt. P. takes P.	17. P. to Q. Kt.'s 5th.‡

* The freedom of Black's men contrasts strongly with the cramped position of the adversary's, and shows the evil effects of White's advance of his King's Pawn at the third move.

† The train of play consequent on this move is apparent presently.

‡ This move gives rise to many strikingly interesting variations.

18. P. takes K. P.	18. Q. B. takes P.
19. K. Kt. to Kt.'s 5th.*	19. K. B. takes Kt.
20. P. takes B.	20. K. Kt. to B's 4th.
21. B. takes Kt.	21. B. takes B.
22. Q. Kt. to K's 2nd.	22. B. to K's 5th (ch.)
23. K. to R's 2nd.	23. Q. to Q. B's 7th.
24. Q. to K's sq.	24. Q. Kt. to Kt.'s 4th.
25. Q. B. to K's 3rd.	25. Q. to Q's 6th.
26. R. to K. Kt.'s 3rd.	26. R. to Q. B's 7th.

And wins.

Game II.

PLAYED SOME YEARS AGO WITH MR. POPERT.

[Sicilian Game.]

Black. (Mr. P.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. P. to K's 4th.
5. K. Kt. to B's 3rd.	5. K. Kt. to B's 3rd.
6. Q. Kt. to B's 3rd.	6. K. B. to Q. Kt.'s 5th.
7. Q. B. to K. Kt.'s 5th.	7. Castles.
8. K. B. to Q. B's 4th.	8. B. takes Kt. (ch.)
9. P. takes B.	9. Q. to Q. R's 4th.
10. Q. to her 3rd.	10. P. to Q's 4th.†
11. P. takes P.	11. P. to K's 5th.
12. Q. to her 2nd.	12. P. takes Kt.
13. B. takes Kt.	13. R. to K's sq. (ch.)‡

* It is extremely difficult to decide upon the best play for White at this point. We have tried many moves, and all terminate to Black's advantage.

† The opening of this game is full of interest and deserves attention.

‡ At first sight it appears to be better play to take the K. Kt. P. with Pawn, for the purpose of driving the King, when he is checked, to seek refuge on the Queen's side, but a careful examination of the position renders it very doubtful whether White could safely take the Pawn, for suppose,—

	13. P. takes Kt. P.
14. Q. to K. Kt.'s 5th.	14. P. takes R. "Queens," and gives check.
15. K. to Q's 2nd.	15. 2nd Q. to K. Kt.'s 7th.

(His only play apparently to save the game.)

14. K. to B's sq.	14. P. takes B.
15. P. takes Kt.	15. Q. to K. R's 4th.
16. P. to K. R's 3rd.	16. P. takes P. (ch.)
17. K. takes P.	17. K. to R's sq.
18. Q. to K. B's 4th.	18. R. to K. Kt.'s sq. (ch.)*
19. K. to B's sq.	19. Q. to K. Kt.'s 3rd.
20. B. to Q's 3rd.	20. Q. to K. Kt.'s 7th (ch.)
21. K. to K's 2nd.	21. Q. takes P. at her B's 3rd.
22. B. takes K. R. P.†	22. Q. to her Kt.'s 4th (ch.)
23. B. to Q's 3rd.	23. Q. to K's 4th (ch.)
24. Q. takes Q.	24. P. takes Q.
25. Q. R. to Q. Kt.'s sq.	25. P. to K. B's 4th.
26. R. to Q. Kt.'s 5th.	26. K. R. to K's sq.
27. B. to Q. B's 4th.	27. P. to Q. R's 3rd.‡
28. R. to Q. Kt's 6th.	28. B. to Q's 2nd.
29. R. to K. R's 6th (ch.)	29. K. to Kt.'s 2nd.
30. R. to Q's 6th.	30. B. to Q. Kt.'s 4th.
31. K. R. to Kt.'s sq. (ch.)	31. K. to R's 2nd.
32. B. takes B.	32. P. takes B.
33. Q. R. to K. Kt.'s 6th.	33. Q. R. takes P.
34. Q. R. to Kt.'s 7th. (ch.)	34. K. to R's 3rd.
35. K. R. to Kt.'s 6th (ch.)	35. K. to R's 4th.
36. P. to K. R's 4th.	36. R. takes Q. B. P. (ch.)
37. K. to B's sq.	37. R. to Q. B's 8th (ch.)
38. K. to Kt.'s 2nd.	

Black now offered to draw the game but his opponent declined, and subsequently lost it.

16. Q. takes Q.	16. P. to K. Kt.'s 3rd.
17. P. takes Kt., or Q. to K. Kt.'s 5th.	

With a strong attack.

* The attack from this point seems hardly to be resisted, but White failed to make the most of it, while his opponent played this portion of the game extremely well.

† Well conceived. White evidently dare not take it on account of 23. Q. to K. R's 4th (ch.), and 24. R. to K. Kt.'s sq. (ch.)

‡ Anything but well played.

Game III.

Between the same players.

[Sicilian Game.]

Black. (Mr. P.)	White. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to B's 3rd.*	2. Q. Kt. to B's 3rd.
3. P. to Q. B's 3rd.	3. P. to K's 3rd.
4. P. to Q's 4th.	4. P. to Q's 4th.
5. P. to K's 5th.	5. Q. B. to Q's 2nd.
6. K. B. to Q's 3rd.	6. Q. to Q. Kt.'s 3rd.†
7. K. B. to Q. B's 2nd.	7. P. to K. Kt.'s 3rd.
8. Castles.	8. Q. R. to Q. B's sq.
9. P. to Q. R's 4th.	9. P. to Q. R's 4th.
10. Q. Kt. to R's 3rd.	10. P. takes P.
11. P. takes P.	11. Kt. to Q. Kt.'s 5th.
12. Q. to K's 2nd.‡	12. Kt. takes B.
13. Kt. takes Kt.	13. Q. to Kt.'s 6th.
14. Kt. to K's 3rd.	14. Q. B. takes P.
15. K. Kt. to Q's 2nd.	15. Q. to Kt.'s 5th.
16. Q. to K. Kt.'s 4th.§	16. Q. B. to Q's 2nd.‖
17. Kt. to K. B's 3rd.	17. P. to K. R's 4th.
18. Q. to K. Kt.'s 3rd.	18. P. to Q. Kt.'s 3rd.
19. B. to Q's 2nd.	19. Q. to K's 2nd.¶
20. Q. R. to Q. B's sq.	20. B. to Q. B's 3rd.
21. Q. R. to Q. B's 2nd.	21. Q. to Q's 2nd.
22. K. R. to Q. B's sq.	22. Kt. to K's 2nd.
23. K. Kt. to Kt.'s 5th.	23. K. B. to R's 3rd.
24. P. to K. R's 4th.	24. Castles.
25. Q. to K. B's 4th.**	25. B. to K. Kt.'s 2nd.

* This or P. to Q's 4th is preferable, we think, to P. to K. B's 4th.

† The move recommended by all the best authorities, at this point.

‡ This involves the loss of a Pawn to Black. He had better have retired the Bishop to Q. Kt.'s sq.

§ Threatening to take the Q. P. with his Kt.

‖ P. to K. R's 4th would, perhaps, have been a stronger move, although this has the advantage of saving the Q. P., and of threatening to gain a Piece, by R. taking Q. B. next move.

¶ It would have been very imprudent to take the Q. Kt. P.

** To enable him to advance the K. Kt. P.

26. Kt. to K. B's 3rd.*	26. P. to K. B's 3rd.
27. Q. to Kt.'s 3rd.	27. P. takes P.
28. P. takes P.	28. B. to Q. Kt.'s 2nd.†
29. Kt. to Q's 4th.	29. R. takes R.
30. R. takes R.	30. R. to Q. B's sq.
31. R. takes R. (ch.)	31. B. takes R.
32. Q. to K. Kt's 5th.	32. K. to R's 2nd.
33. P. to K. Kt.'s 4th.	33. B. to K. R's 3rd.
34. Q. to K. B's 6th.	34. Kt. to K. Kt.'s sq.
35. Q. to B's 3rd.	35. P. takes P.
36. Q. takes P.	36. Q. to Q. R's 5th.‡
37. K. to Kt.'s 2nd.§	37. Kt. to K's 2nd.
38. K. to Kt.'s 3rd.	38. Kt. to Q. B's 3rd.
39. Kt. takes Kt.	39. Q. takes Kt.
40. P. to K. R's 5th.	40. Q. to K's sq.
41. P. takes P. (ch.)	41. Q. takes P.
42. Q. takes Q. (ch.)	42. K. takes Q.
43. P. to K. B's 4th.	43. K. B. to B's sq.
44. P. to B's 5th (ch.)‖	44. P. takes P.
45. Kt. takes Q. P.	45. K. B. to Q. B's 4th.
46. P. to Q. Kt.'s 4th.	46. P. takes P.
47. B. takes P.	47. B. takes B.
48. Kt. takes B.	48. K. to Kt.'s 4th.
49. Kt. to Q's 5th.	49. P. to Q. Kt.'s 4th.
50. K. to B's 2nd.	50. P. to K. B's 5th.
51. Kt. to Q. Kt.'s 4th.	51. B. to Q. Kt's 2nd.
52. Kt. to Q. B's 2nd.	52. B. to Q's 4th.
53. K. to K's 2nd.	53. K. to B's 4th.
54. P. to K's 6th.¶	54. K. takes P.
55. K. to B's 2nd.	55. K. to K's 4th.

* In anticipation of White's playing P. to K. B's 3rd next move.

† If White had now advanced the P. to Q's 5th, his opponent, by playing Kt. to Q. B's 4th, would have occasioned him a great deal of embarrassment.

‡ White leaves his K. P. with impunity, foreseeing that, to take it, would cost his opponent a Piece.

§ The best move. White dare not now attempt to win the Q. Kt. P.

‖ Very well played. By disuniting the centre Pawns he diminishes considerably White's chance of winning.

¶ Checking with the Kt. at Q's 4th would have been unavailing, since he dared not afterwards take the P. on account of B. to Q. B's 5th (ch.)

56. Kt. to K's sq.	56. B. to K's 5th.*
57. K. to K's 2nd.	57. K. to Q's 5th.

And wins.

Game IV.

WITH MR. COCHRANE.

[Sicilian Gambit.]

White. (Mr. C.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. P. to K's 4th.
5. Kt. takes Kt.	5. Q. Kt. P. takes Kt.
6. K. B. to Q. B's 4th.	6. K. Kt. to B's 3rd.
7. Q. to her 3rd.	7. P. to Q's 4th.
8. P. takes P.	8. P. takes P.
9. B. checks.	9. Q. B. to Q's 2nd.
10. Castles.	10. K. B. to Q. B's 4th.
11. Q. B. to K. Kt.'s 5th.	11. P. to K's 5th.
12. B. takes B. (ch.)	12. Q. takes B.
13. Q. to K's 2nd.	13. Kt. to his 5th.
14. P. to K. R's 3rd.	14. Kt. to K's 4th.
15. Kt. to Q. B's 3rd.	15. P. to K. B's 3rd.
16. Q. R. to Q's sq.†	16. P. takes B.
17. R. takes Q. P.	17. Q. to K's 2nd.
18. Q. takes K. P.	18. Kt. to Q's 2nd.
19. K. R. to Q's sq.	19. Q. R. to Q's sq.
20. Q. R. takes K. Kt. P.‡	20. B. takes K. B. P. (ch.)
21. K. to R's sq.§	21. Q. takes Q.

* This is decisive. The Kt. can no longer move without being captured, and then, of course, one or other of the Pawns must "Queen."

† Finely played. This move skilfully followed up would have won the game, if we mistake not.

‡ The position is now one of extreme difficulty for both parties, and, although this appears but weak play, it is not easy to tell what White could have done that is better.

§ If he had taken the Bishop, Black would have won a Rook in return, thus—

21. K. takes B.	21. Castles (ch.)
22. R. to K. B's 5th.	22. Q. to her B's 4th (ch.), and gains the Rook.

22. Kt. takes Q.	22. B. to Q. Kt.'s 3rd.*
23. R. takes K. Kt. P.	23. Kt. to Q. B's 4th.†
24. R. takes R. (ch.)	24. K. takes R.
25. Kt. takes Kt.	25. B. takes Kt.
26. P. to Q. Kt.'s 4th.	26. B. to Q. Kt.'s 3rd.
27. P. to Q. B's 4th.	27. P. to K. R's 4th.
28. P. to Q. B's 5th.	28. K. B. to Q. B's 2nd.
29. K. to Kt.'s sq.	29. P. to K. R's 5th.
30. K. to B's 2nd.	30. R. to K's sq.
31. P. to Q. Kt.'s 5th.	31. R. to K's 4th.‡
32. R. to Kt.'s 8th (ch.)	32. K. to Q's 2nd.
33. R. to Kt.'s 7th (ch.)	33. K. to B's sq.
34. R. to Kt.'s 8th (ch.)	34. K. to Q. Kt.'s 2nd.
35. P. to Q. B's 6th (ch.)	35. K. to Kt.'s 3rd.
36. P. to Q. R's 4th.	36. P. to Q. R's 4th.
37. R. to K. Kt.'s 4th.	37. R. to K. R's 4th.
38. K. to his 3rd.	38. B. to K. Kt.'s 6th.
39. K. to Q's 4th.	39. R. to K. B's 4th.
40. R. to K. Kt.'s 7th.§	40. B. to Q. B's 2nd.
41. R. to K. Kt.'s 4th.	41. R. to K. R's 4th.
42. R. to Kt.'s 8th.	42. R. to K. B's 4th.‖
43. R. to Kt.'s 4th.	43. R. to K. R's 4th.
44. R. to Kt.'s 8th.	44. B. to K's 4th (ch.)
45. K. to Q. B's 4th.	45. K. to B's 2nd.
46. K. to Q's 5th.	46. R. to K. R's sq.
47. R. takes R.	47. B. takes R.
48. K. to Q. B's 5th.	48. B. to Q. B's 6th.
49. P. to Q. Kt.'s 6th (ch.)	49. K. to B's sq.
50. K. to Q. Kt.'s 5th.	50. B. to K's 8th.
51. K. to R's 6th.	51. B. to Q's 7th.
52. K. to Kt.'s 5th.¶	52. B. to K's 8th.
53. K. to B's 4th.	53. B. to K. B's 7th.
54. P. to Kt.'s 7th (ch.)	54. K. to B's 2nd.

* Castling must have involved some loss by White's answering with 23. Q. R. to Q's 5th.

† Any other mode of play, we believe, would have cost the game.

‡ The termination of this fine game presents many situations of striking interest, and deserves to be intently studied.

§ Threatening mate next move.

‖ Intending, if White played his R. to Q. R's 8th, to have checked, and taken off the Q. R. P.

¶ The position is so instructive that we subjoin a diagram.

55. K. to Kt.'s 5th.	55. B. to Q. R's 2nd.
56. K. to R's 6th.	56. B. to Q. Kt.'s sq.
57. K. to Kt.'s 5th.	57. K. to Q's 3rd.
58. K. takes R. P.	58. K. takes P.
59. K. to Kt.'s 4th.	59. K. takes P.
60. K. to B's 4th.	60. K. to Kt.'s 3rd.
61. K. to Q's 3rd.	61. K. to R's 4th.
62. P. to K. Kt.'s 4th.	62. B. to K. B's 5th.

And Black wins.

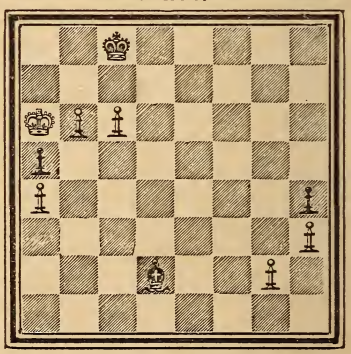
Game V.

Between the same players.

[Sicilian Game.]

WHITE. (Mr. C.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. P. to K's 4th.

BLACK.



WHITE.

At this juncture Mr. Cochrane retreated his K. to Kt.'s 5th, he should rather have advanced the Q. Kt. P., in which case it is apparently impossible for Black to save the game (*e. g.*):—

50. P. to Q. Kt.'s 7th (ch.)	50. K. to Kt.'s sq.
51. P. to Q. B's 7th (ch.)	51. K. takes P.
52. K. to R's 7th.	52. B. to K's 6th (ch.)
53. K. to R's 8th.	

And wins.

4.	P. to K. B's 4th.	4.	Q. Kt. to B's 3rd.
5.	K. Kt. to B's 3rd.	5.	K. Kt. to B's 3rd.
6.	Q. to K's 2nd.*	6.	K. B. to K's 2nd.
7.	Castles.	7.	P. to Q's 3rd.
8.	Kt. to Kt.'s 5th.	8.	Castles.
9.	P. takes P.	9.	P. takes P.
10.	Q. to K. B's 3rd.	10.	P. to K. R's 3rd.
11.	Kt. takes K. B. P.†	11.	R. takes Kt.
12.	Q. to K. Kt.'s 3rd.	12.	Kt. to Q. R's 4th.
13.	B. takes R. (ch.)	13.	K. takes B.
14.	Q. takes K. P.	14.	Kt. to Q. B's 5th.
15.	Q. to K. R's 5th (ch.)	15.	K. to Kt.'s sq.
16.	Q. to K's 2nd.	16.	Kt. to K's 4th.
17.	B. to K. B's 4th.	17.	P. to Q's 6th.
18.	Q. to her 2nd.	18.	K. Kt. takes P.
19.	Q. to K's sq.	19.	B. to Q. B's 4th (ch.)
20.	K. to R's sq.	20.	Q. to her 5th.
21.	Q. Kt. to B's 3rd.‡	21.	Q. B. to K. B's 4th.§
22.	B. takes Kt.	22.	Kt. to B's 7th (ch.)‖
23.	R. takes Kt.	23.	Q. takes R.
24.	Q. takes Q.	24.	B. takes Q.
25.	P. takes P.	25.	B. takes P.
26.	R. to Q's sq.	26.	R. to K's sq.
27.	R. takes B.	27.	R. takes B.

Drawn game.

Game VI.

Between the same players.

[Sicilian Game.]

	White. (Mr. C.)		Black. (M. S.)
1.	P. to K's 4th.	1.	P. to Q. B's 4th.
2.	P. to Q's 4th.	2.	P. takes P.

* It would not have been good play to take the Pawn (*e. g.*):—

6.	P. takes P.	6.	Kt. takes P.
7.	Kt. takes Kt.	7.	Q. to Q. R's 5th (ch.), &c.

† The height of daring.

‡ An admirable move; the only possible resource, if we mistake not, to save the game.

§ Had he taken the Kt. with Kt., White would have captured the other Kt. with his B., and have had the better game.

‖ If he had taken the Bishop, White could have gained a Piece in return immediately.

3.	Q. takes P.	3. Q. Kt. to B's 3rd.
4.	Q. to her sq.	4. K. Kt. to B's 3rd.*
5.	K. B. to Q's 3rd.	5. P. to K's 4th.
6.	K. Kt. to B's 3rd.	6. K. B. to Q. B's 4th.
7.	Castles.	7. P. to Q's 3rd.
8.	P. to K. R's 3rd.	8. P. to K. R's 3rd.
9.	Q. Kt. to B's 3rd.	9. Castles.
10.	K. Kt. to K. R's 2nd.	10. Q. Kt. to Q's 5th.
11.	K. to R's sq.	11. Q. Kt. to K's 3rd.
12.	P. to K. B's 4th.	12. P. takes P.
13.	Q. B. takes P.	13. Kt. takes B.
14.	R. takes Kt.	14. Q. B. to K's 3rd.
15.	Q. to K's 2nd.	15. K. B. to Q's 5th.
16.	Q. R. to K. B's sq.	16. K. B. to K's 4th.
17.	K. R. to K. B's 2nd.	17. Q. R. to Q. B's sq.
18.	P. to Q. R's 3rd.	18. Q. R. to Q. B's 4th.†
19.	Q. Kt. to Q's sq.	19. K. B. to Q's 5th.
20.	R. to K. B's 3rd.	20. R. to K. Kt.'s 4th.‡
21.	P. to Q. B's 3rd.	21. K. B. to K's 4th.
22.	P. to K. Kt.'s 4th.	22. P. to K. R's 4th.
23.	Q. to K's 3rd.	23. P. takes P.
24.	Q. takes R.	24. P. takes R.
25.	R. takes P.	25. B. takes Kt.
26.	R. takes Kt.§	26. K. B. to K's 4th.
27.	R. to K. B's 5th.	27. Q. B. takes R.
28.	Q. takes B.	28. Q. to K. R's 5th.

And Black wins speedily.

Game VII.

Between the same players.

[Sicilian Game.]

	White. (Mr. C.)	Black. (Mr. S.)
1.	P. to K's 4th.	1. P. to Q. B's 4th.
2.	P. to Q. B's 4th.	2. P. to K's 3rd.

* Black may also play, 4. P. to K. B's 4th. See the "Handbook," p. 373.

† Taking the Kt. with B. and then the P. with Q. R. would have been hazardous, on account of White's capturing the Kt. with R., and then playing Kt. to Kt.'s 4th and Q. to her 2nd.

‡ Having Kt. to K. R's 4th in view.

§ White would obviously have lost his Q. if he had taken the Bishop with his King.

3.	Q. Kt. to B's 3rd.	3. K. Kt. to K's 2nd.
4.	P. to K. B's 4th.	4. K. Kt. to his 3rd.
5.	P. to Q's 3rd.	5. K. B. to K's 2nd.
6.	K. Kt. to B's 3rd.	6. P. to Q's 3rd.
7.	K. B. to K's 2nd.	7. Q. Kt. to B's 3rd.
8.	Castles.	8. K. B. to B's 3rd.*
9.	Q. B. to K's 3rd.	9. B. to Q's 5th.
10.	B. takes B.	10. P. takes B.
11.	Q. Kt. to his sq.	11. K. Kt. takes P.
12.	Q. to her 2nd.†	12. P. to K's 4th.
13.	P. to Q. Kt.'s 4th.	13. Q. Kt. takes P.‡
14.	Q. takes Q. Kt.	14. Kt. takes B. (ch.)
15.	K. to R's sq.	15. Castles.
16.	Q.. to her 2nd.	16. Kt. to K. B's 5th.
17.	Kt. takes Q. P.	17. Kt. takes Q. P.§
18.	Q. takes Kt.	18. P. takes Kt.
19.	Q. takes P.	19. B. to K's 3rd.
20.	Kt. to Q. B's 3rd.	20. Q. R. to Q. B's sq.
21.	Kt. to Q's 5th.	21. P. to Q. Kt's 3rd.
22.	K. R. to B's 3rd.	22. Q. R. to B's 4th.
23.	Q. R. to K. B's sq.	23. B. takes Kt.‖
24.	Q. B. P. takes B.	24. Q. to K. Kt.'s 4th.
25.	Q. to Q. R's 4th.¶	25. Q. R. to B's 2nd.
26.	Q. to her R's 3rd.	26. Q. to K's 4th.
27.	Q. to her 3rd.	27. K. R. to K's sq.
28.	K. R. to K's 3rd.	28. P. to K. B's 4th.**
29.	P. to K. Kt.'s 3rd.	29. P. takes P.
30.	Q. to her Kt's 5th.	30. P. to K. R's 3rd.
31.	Q. R. to K's sq.	31. Q. R. to B's 4th.

* The opening on both sides is very carefully played, and is a good example of the kind.

† Taking the Q. P. would have been unwise, as Black might have replied with Q. to K. Kt.'s 4th, &c.

‡ The obvious course of taking the B. first would surely have been better.

§ This portion of the game is carelessly played by Black, who might have made much more of his advantage.

‖ Imperative, since White purposed next move to play R. to K. Kt.'s 3rd, when the Kt. would have done him yeoman's service.

¶ Well played. Threatening to take the K. B. P. with the Rook, and then mate in a few moves.

** The decisive *coup*. After this, White has no chance of redeeming the game. If he take the Pawn with his Rook, Black gains the Rook for nothing.

32. Q. to her 7th.	32. Q. to K's 2nd.
33. Q. to K. B's 5th.	33. Q. to K. B's 2nd.
34. Q. takes Q. (ch.)	34. K. takes Q.
35. K. R. to Q. R's 3rd.	35. K. R. to K's 2nd.
36. Q. R. to K. B's sq. (ch.)	36. K. to Kt's 3rd.

And White abandoned the game.

Game VIII.

Between the same players.

[Sicilian Game.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q. B's 4th.	2. P. to K's 4th.
3. Q. Kt. to B's 3rd.	3. K. B. to Q's 3rd.*
4. K. Kt. to K's 2nd.†	4. K. Kt. to K's 2nd.
5. K. Kt. to his 3rd.	5. Q. Kt. to B's 3rd.
6. B. to K's 2nd.	6. Q. Kt. to Q's 5th.
7. Q. Kt. to Q's 5th.	7. Kt. takes Kt.
8. Q. B. P. takes Kt.	8. Castles.
9. P. to Q's 3rd.	9. B. to K's 2nd.
10. Q. B. to K's 3rd.	10. Kt. takes K. B.
11. Q. takes Kt.	11. P. to Q's 3rd.
12. Castles on K's side.	12. B. to Q's 2nd.
13. P. to K. B's 4th.	13. P. to K. B's 3rd.
14. P. to K. B's 5th.	14. P. to Q. Kt.'s 4th
15. Q. to K. Kt.'s 4th.	15. K. to R's sq.
16. R. to K. B's 3rd.	16. P. to K. Kt.'s 3rd.
17. Q. to K. R's 4th.	17. P. takes P.
18. Kt. takes P.	18. B. takes Kt.
19. R. takes B.	19. Q. to K's sq.
20. Q. R. to K. B's sq.	20. Q. to K. Kt.'s 3rd.
21. Q. R. to K. B's 3rd.	21. K. R. to K. Kt.'s sq.
22. Q. R. to Kt.'s 3rd.	22. Q. to K. B's 2nd.
23. Q. R. to R's 3rd.	23. R. to K. Kt.'s 2nd.
24. B. to K. R's 6th.	24. K. R. to Kt.'s 3rd.

* This move, although frequently adopted by the defending player in the present opening, is not to be commended, as it confines the Q's P., and leaves the Bishop a ready mark for the adverse Kt.

† A good answer to White's faulty play last move.

25. K. R. to his 5th. 25. K. to Kt.'s sq.*
26. B. to K. B's 8th.†

And White surrenders.

Game IX.

Between the same players.

[Sicilian Game.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q. B's 4th.	2. P. to K's 4th.
3. Q. Kt. to B's 3rd.	3. K. B. to Q's 3rd.
4. P. to Q's 3rd.	4. K. Kt. to K's 2nd.
5. K. B. to K.'s 2nd.	5. Q. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. Castles.
7. Q. Kt. to Q's 5th.	7. Q. Kt. to Q's 5th.
8. K. Kt. takes Q. Kt.	8. Q. B. P. takes Kt.
9. Castles.	9. Kt. takes Kt.
10. Q. B. P. takes Kt.	10. P. to K. B's 4th.
11. P. takes P.	11. R. takes P.
12. B. to K. B's 3rd.	12. R. to K. B's sq.
13. B. to K's 4th.	13. P. to K. Kt.'s 3rd.
14. Q. to K. Kt.'s 4th.‡	14. Q. to K. B's 3rd.
15. Q. B. to K. Kt.'s 5th.	15. Q. to K. Kt.'s 2nd.
16. Q. R. to Q. B's sq.	16. P. to Q. Kt.'s 3rd.
17. P. to K. B's 4th.§	17. P. to K. R's 3rd.
18. P. takes K. P.	18. R. takes R. (ch.)‖
19. R. takes R.	19. B. takes P.¶

* If, instead of so playing he had moved P. to K. B's 4th, Black could have replied with B. to K. Kt.'s 5th, winning easily.

† This is decisive; for play as White may, he cannot escape the dire effects of this move. Let us suppose,—

26. K. takes B.

(Any other mode is quite as fatal.)

27. R. takes K. R. P. 27. K. R. to Kt.'s 2nd (best.)
28. Q. to K. R's 6th, &c.

‡ Threatening to take the K. Kt. P. with his B. next move, and, if the Piece be taken, to win the adverse Bishop in return.

§ A great point for Black as it opens his game, and allows every Piece to have a share in the contest.

‖ If White had taken the K. P. with his Q., he would have lost the game in a very few moves.

¶ He has no better move apparently.

20. P. to Q's 6th.	20. R. to Q. Kt.'s sq.*
21. K. B. to Q's 5th (ch.)	21. K. to R's sq.
22. Q. B. to K's 7th.	22. B. takes K. R. P. (ch.)
23. K. to R's sq.	

And White surrenders.

Game X.

Between the same players.

[Sicilian Game.]

Black. (Mr. S.)	White. (Mr. C.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. P. to K. B's 4th.	3. Q. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q's 3rd.
5. K. B. to K's 2nd.	5. K. B. to K's 2nd.
6. Castles.	6. K. B. to his 3rd.
7. Q. Kt. to B's 3rd.	7. P. to Q. Kt.'s 3rd.
8. P. to Q's 3rd.	8. B. to Q. Kt.'s 2nd.
9. B. to K's 3rd.	9. K. B. takes Q. Kt.
10. P. takes B.	10. K. Kt. to K's 2nd.
11. P. to K. R's 3rd.	11. P. to K. R's 3rd.
12. Q. R. to Q. Kt.'s sq.†	12. Q. to her 2nd.
13. K. to R's 2nd.	13. Castles on Q's side.
14. P. to Q's 4th.	14. Q. Kt. to Q. R's 4th.
15. Q. to her B's 2nd.	15. P. to K. B's 4th.
16. P. to K's 5th.	16. P. to K. Kt.'s 4th.
17. P. takes Q. P.	17. Q. takes P.
18. Q. P. takes Q. B. P.	18. Q. Kt. P. takes P.
19. Kt. to K's 5th.	19. K. R. to his 2nd.
20. Q. R. to Kt.'s 5th.	20. B. to K's 5th.
21. Q. to her Kt.'s 2nd.	21. P. to K. Kt.'s 5th.‡

* If he had taken the Bishop, then—

21. B. to Q's 5th (ch.)	21. K. to R's sq.
22. Q. to R's 3rd (ch.)	22. Q. to R's 2nd.
23. R. to B's 8th (ch.)	23. K. to Kt.'s 2nd.
24. R. to B's 7th.	

And wins.

† An insidious move. Intending to advance the Q. P. and attack the Q. B. P. doubly.

‡ The attempt to get up a counter-attack on this side is quite unavailing.

22. B. takes Q. B. P.	22. P. to K. Kt.'s 6th (ch.)
23. K. to his Kt.'s sq.	23. Q. to her B's 2nd.
24. Q. to her R's 3rd.	24. K. Kt. to Q. B's 3rd.
25. Kt. takes Kt.	25. Kt. takes Kt.
26. Q. to Q. R's 6th (ch.)	26. K. to Q's 2nd.
27. R. to Q. Kt.'s 7th.	

And wins.

Game XI.

WITH M. ST. AMANT.

[Sicilian Game.]

BLACK. (M. St. A.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. Q. Kt. to B's 3rd.	3. K. Kt. to K's 2nd.
4. P. to Q's 3rd.	4. Q. Kt. to B's 3rd.
5. Q. B. to K's 3rd.	5. K. Kt. to his 3rd.
6. P. to K. B's 4th.	6. P. to Q's 3rd.
7. K. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. P. to Q. R's 3rd.	8. K. B. to his 3rd.
9. K. B. to K's 2nd.	9. Castles.
10. Castles.	10. K. B. to Q's 5th.
11. Q. to her 2nd.	11. K. Kt. takes K. B. P.
12. K. Kt. takes B.	12. Q. B. P. takes Kt.*
13. B. takes Kt.	13. P. to K's 4th.
14. Kt. to Q's 5th.	14. P. takes B.
15. Q. takes P.	15. Q. B. to K's 3rd.
16. Q. to K. Kt.'s 3rd.	16. B. takes Kt.
17. Q. B. P. takes B.	17. Kt. to K's 4th.
18. R. to K. B's 2nd.	18. Q. R. to Q. B's sq.
19. B. to K. Kt.'s 4th.	19. R. to Q. B's 4th.†
20. Q. R. to K. B's sq.	20. Q. to K. Kt.'s 4th.
21. P. to K. R's 3rd.	21. R. to Q. B's 8th.‡
22. K. to R's 2nd.	22. R. takes R.

* It would, perhaps, have been better to double the adverse K. R. awns, by checking at K. R's 6th, before taking the Kt.

† To induce Black to advance his Q. Kt. P., in which case, White, by playing the R. to B's 6th, would have strengthened his position considerably.

‡ If he had now played P. to K. R's 4th, Black might have replied advantageously with K. R. to B's 5th.

23. R. takes R.	23. Q. to her 7th.
24. R. to K. B's 2nd.	24. Q. to K's 8th.*
25. R. to Q. B's 2nd.	25. Q. to her Kt.'s 8th.
26. R. to Q's 2nd.	26. P. to K. Kt.'s 3rd.
27. Q. to K. B's 2nd.	27. P. to K. R's 4th.
28. B. to Q's sq.	28. Q. to her B's 8th.
29. P. to K. Kt.'s 4th.	29. P. takes P.
30. P. takes P.	30. Q. takes B.
31. R. takes Q.	31. Kt. takes P. (ch.)
32. K. to Kt.'s 3rd.	32. Kt. takes Q.
33. K. takes Kt.	33. R. to Q. B's sq.
34. R. to Q's 2nd.	34. K. to Kt.'s 2nd.
35. K. to B's 3rd.	35. R. to Q. B's 8th.
36. R. to K. R's 2nd.	36. K. to K. B's 3rd.
37. R. to K. R's 8th.	37. R. to Q's 8th.
38. K. to his 2nd.	38. R. to Q. Kt.'s 8th.
39. K. to B's 3rd.	39. R. takes Q. Kt. P.
40. R. to K's 8th.	40. R. to Q. Kt.'s 3rd.
41. P. to K's 5th (ch.)†	41. P. takes P.
42. K. to his 4th.	42. R. to Q's 3rd.‡
43. R. takes K. P.	43. R. to Q's 2nd.
44. K. takes Q. P.	44. P. to K. Kt.'s 4th.§
45. R. to K's sq.	45. P. to K. Kt.'s 5th.
46. K. to Q. B's 5th.	46. K. to his Kt.'s 4th.
47. P. to Q's 6th.	47. P. to K. B's 4th.
48. R. to K's 7th.	48. R. to Q's sq.
49. K. to Q's 5th.	49. K. to his B's 5th.
50. P. to Q's 7th.	50. P. to K. Kt.'s 6th.
51. R. to K. Kt.'s 7th.	51. K. to his B's 6th.
52. K. to his 5th.	52. P. to K. Kt.'s 7th.
53. K. to his 6th.‖	53. P. to K. B's 5th.
54. P. to Q's 4th.	54. K. to his B's 7th.
55. P. to Q's 5th.	55. P. to K. Kt.'s 8th "Queens."

* Taking the Q. P. would have beer of no service, because, after exchanging Queens, Black could have moved his R. to Q's 2nd, and thus have won a Pawn in return.

† This portion of the game is very ingeniously played by Black.

‡ Had White ventured to move his R. to Q. Kt.'s 6th, he must have lost the game.

§ R. to K's 2nd looks stronger play.

‖ If he had taken the Pawn with his King, White would have won by taking the Q. P. with his Rook.

56. R. takes Q.	56. K. takes R.
57. K. to his 7th.	57. R. takes P. (ch.)
58. K. takes R.	58. P. to K. B's 6th.
59. K. to Q. B's 7th.	59. P. to K. B's 7th.
60. P. to Q's 6th.	60. P. to K. B's 8th "Queens."
61. P. to Q's 7th.	61. Q. to Q's 6th.
62. P. to Q's 8th "Queens."	62. Q. takes Q. (ch.)
63. K. takes Q.	63. P. to Q. Kt.'s 4th.
64. K. to Q. B's 7th.	64. P. to Q. R's 4th.
65. K. to Kt.'s 6th.	65. P. to Kt.'s 5th.
66. P. to R's 4th.	66. P. to Kt.'s 6th.
67. K. takes K. R. P.	67. P. to Kt.'s 7th.
68. K. to R's 6th.	68. P. "Queens."
69. P. to R's 5th.	69. Q. to Q. Kt.'s 5th.

And Black surrendered.

Game XII.

WITH MR. HORWITZ.

[Sicilian Game.]

WHITE. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P to K's 3rd.
3. K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4. B. to K's 2nd.	4. P. to Q's 3rd.
5. Castles.	5. K. Kt. to K's 2nd.
6. P. to Q. B's 4th.	6. Kt. to K. Kt.'s 3rd.
7. P. to Q's 3rd.	7. B. to K's 2nd.
8. Q. Kt. to B's 3rd.	8. B. to K. B's 3rd.
9. Q. to K's sq.*	9. Castles.
10. Q. B. to K's 3rd.	10. B. to Q's 5th.
11. Q. to her 2nd.	11. Kt. takes K. B. P.†
12. Q. B. takes B.	12. K. Kt. takes K. B. (ch.)
13. Q. Kt. takes Kt.	13. P. takes B.
14. Q. Kt. takes P.	14. Q. to her Kt.'s 3rd.
15. Q. to K. B's 2nd.	15. Kt. to Q. Kt.'s 5th.‡

* This turns out to have been a lost move.

† At this stage it must be admitted that Black has the best of the game. His present move, however, is not calculated to maintain the advantage. Q. to K. B's 3rd. appears to be much better play.

‡ He should have taken the Kt. with Kt. at once; the game would then have been quite even.

16. Kt. to K's sq.	16. Q. B. to Q's 2nd.
17. P. to Q. R's 3rd.	17. Kt. to Q. B's 3rd.
18. Kt. to Q. Kt.'s 5th.*	18. Q. to her B's 4th.†
19. P. to Q. Kt.'s 4th.	19. Q. to K's 4th.
20. Kt. to K. B's 3rd.	20. Q. to K. B's 5th.
21. P. to K. Kt's 3rd.	21. Q. to K. R's 3rd.
22. Kt. takes Q. P.	22. P. to Q. Kt.'s 3rd.
23. P. to Q. Kt.'s 5th.	23. Kt. to Q's sq.
24. Kt. to K's 5th.‡	24. B. to Q. B's sq.
25. Kt. at K's 5th takes K. B. P.	25. Kt. takes Kt.
26. Kt takes Kt.	26. Q. to K. B's 3rd.
27. Kt. to K. R's 6th (ch.)	27. P. takes Kt.§
28. Q. takes Q.	28. R. takes Q.
29. R. takes R.	29. K. to Kt.'s 2nd.
30. Q. R. to K. B's sq.	

And White wins.

Game XIII.

Between the same players.

[Sicilian Game.]

White. (Mr. H.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 4th.	4. P. to Q's 3rd.
5. Q. Kt. to B's 3rd.	5. K. Kt. to R's 3rd.
6. K. B. to K's 2nd.	6. P. to K. Kt.'s 3rd.‖

* Very cleverly played, as it wins a Pawn at the least.

† This attempt to save the Pawn costs Black the game.

‡ Black is now without resource. If he play the B. to K's sq., the Kt. takes the Bishop, and then the other Kt. taking the K. B. P. and afterwards moving to Q's 6th, achieves an easy victory.

§ K. to R's sq. would have delayed defeat, but the game was irretrievable.

‖ This is an important deviation from the usual mode of defence in the present opening, and is likely to be found a great improvement on the old method, since it effectually prevents the formidable attack which the first player could obtain by advancing the Pawns on this side. It has also

7.	P. to Q's 3rd.	7. K. B. to K. Kt.'s 2nd.
8.	Castles.	8. P. to Q. R's 3rd.
9.	P. to K. R's 3rd.	9. P. to K. B's 4th.
10.	Q. B. to K's 3rd.*	10. P. to Q. Kt.'s 3rd.
11.	Q. to her 2nd.	11. Castles.
12.	R. to K. B's 2nd.	12. Q. R. to Kt.'s sq.
13.	P. to Q. R's 4th.	13. Q. B. to Q's 2nd.
14.	Kt. to K. Kt.'s 5th.	14. Q. to K's sq.
15.	Q. R. to K. B's sq.	15. Q. Kt. to Q's 5th.
16.	B. to Q's sq.	16. B. to Q. B's 3rd.
17.	P. to Q. Kt.'s 3rd.	17. P. to Q. Kt.'s 4th.
18.	Q. R. P. takes P.	18. R. P. takes P.
19.	Q. Kt. to K's 2nd.	19. Q. Kt P. takes P.†
20.	B. takes Kt.	20. P. takes B.
21.	Q. Kt. P. takes P.	21. K. Kt. to B's 2nd.
22.	Kt. takes Kt.	22. R. takes Kt.
23.	K. P. takes P.	23. K. P. takes P.
24.	K. to R's 2nd.	24. K. R. to Q. Kt.'s 2nd.
25.	R. to K's sq.	25. R. to Q. Kt.'s 7th.
26.	B. to B's 2nd.	26. Q. to K's 6th.
27.	Kt. to K. Kt.'s sq.	27. Q. takes Q.‡
28.	K. R. takes Q.	28. Q. R. to Q. R's sq.
29.	K. R. to K's 2nd.	29. K. to B's sq.
30.	B. to Q. Kt.'s sq.	30. Q. R. to Q. Kt.'s sq.
31.	R. takes R.§	31. R. takes R.
32.	Kt. to K's 2nd.	32. P. to K. R's 3rd.
33.	P. to K. R's 4th.	33. K. B. to his 3rd.
34.	K. to R's 3rd.	34. K. to B's 2nd.‖
35.	K. to Kt.'s 3rd.	35. Q. B. to Q. R's sq.
36.	K. to R's 3rd.	36. Q. B. to Q. Kt.'s 2nd.

the merit of enabling Black to bring his K's Bishop immediately into action.

* For the purpose of playing P. to K's 5th when Black Castles, and at the proper moment, if Q. P. takes P., of taking the Q. B. P. with the Bishop.

† Not so good perhaps as Kt. takes Kt. (ch.)

‡ Had he taken the B. with R., White would have taken Q. with Q., and then R. with R., winning "the Exchange."

§ A very difficult situation for White. His best move appears to be B. to Q. R's 2nd.

‖ Q. B. takes K. Kt. P. (ch.), followed by K. B. taking K. R. P., would have been more scientific.

37. K. to Kt.'s 3rd.	37. K. B. to Q's sq.
38. K. to R's 3rd.	38. B. to Q. R's 4th.*

And White resigns.

Game XIV.

Between the same players.

[Sicilian Game.]

White. (Mr. H.)	Black. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. K. Kt. to B's 3rd.	3. P. to Q's 4th.
4. P. takes P.	4. P. takes P.
5. K. B. to K's 2nd.	5. K. B. to Q's 3rd.
6. P. to Q. B's 3rd.	6. Q. Kt. to B's 3rd.
7. P. to Q's 3rd.	7. Q. to B's 2nd.
8. P. to K. Kt.'s 3rd.	8. K. Kt. to B's 3rd.
9. Q. Kt. to R's 3rd.	9. P. to Q. R's 3rd.
10. Q. Kt. to B's 2nd.	10. Castles.
11. P. to Q's 4th.	11. K. R. to K's sq.
12. Castles.	12. Q. B. to Q's 2nd.
13. K. to Kt.'s 2nd.	13. K. R. to K's 2nd.
14. K. R. to K's sq.	14. Q. R. to K's sq.
15. K. B. to his sq.	15. Q. to her Kt.'s 3rd.
16. R. takes R.	16. R. takes R.
17. P. to Q. Kt.'s 3rd.	17. P. takes Q. P.
18. Q. Kt. takes P.	18. Q. B. to K. Kt.'s 5th.
19. K. B. to Q's 3rd.	19. K. Kt. to K's 5th.
20. Q. B. to Kt.'s 2nd.	20. K. B. to Q. B's 4th.
21. Q. to B's 2nd.†	21. K. B. takes Q. Kt.
22. Kt. takes B.	22. Kt. takes Kt.
23. P. takes Kt.	23. R. to Q. B's 2nd.‡
24. Q. to Q. Kt.'s sq.	24. Q. B. to K. B's 6th (ch.)

* Black evidently overlooked the more decisive way of winning by taking the K. Kt. P., which would have superseded the necessity of his last three or four moves.

† It may be worth remarking, that White dared not attempt to dislodge the adverse Bishop by playing P. to K. R's 3rd, because his opponent would have taken the P. checking, and, (if White took the Bishop) would have won the Queen by playing Kt. to K. B's 7th (ch.)

‡ A very embarrassing move for White's Queen, but promises more advantage than it yields.

25	K. to Kt.'s sq.*	25. P. to K. B's 4th.†
26.	Q. to K's sq	26. R. to K's 2nd.
27.	R. to Q. B's sq.	27. K. to B's 2nd.‡
28.	K. B. to B's sq.	28. P. to K. Kt.'s 4th.
29.	P. takes P.	29. K. Kt. takes P. at his 4th.
30.	Q. to her 2nd.	30. K. to Kt.'s 3rd.
31.	R. to B's 8th.§	31. Q. to K's 3rd.
32.	R. to Q's 8th.	32. B. to K. Kt.'s 5th.
33.	Q. to K. B's 4th.‖	23. Kt. to K. B's 6th (ch.)¶
34.	K. to Kt.'s 2nd.	34. Q. to K's 8th.
35.	R. to K. Kt.'s 8th (ch.)	35. K. to R's 4th.

White surrenders.**

Game XV.

WITH MR. HARRWITZ.

[Irregular Opening.]

BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to Q's 4th.
3. P. to K's 3rd.	3. P. to Q. B's 4th.
4. K. Kt. to B's 3rd.	4. Q. Kt. to B's 3rd.
5. Q. Kt. to B's 3rd.	5. K. Kt. to B's 3rd.
6. Q. B. P. takes P.	6. K. P. takes P.
7. Q. P. takes P.	7. B. takes P.
8. K. B. to Q's 3rd.	8. Castles.
9. P. to K. R's 3rd.	9. P. to Q. R's 3rd.
10. Castles.	10. Q. to her 3rd.
11. P. to Q. Kt.'s 3rd.	11. K. B. to Q. R's 2nd.
12. Q. Kt. to K's 2nd.	12. Q. B. to Q's 2nd.
13. Q. B. to Kt.'s 2nd.	13. Q. R. to Q. B's sq.

* His only move to escape mate or the loss of his Queen.

† Kt. to Q. B's 6th is a very tempting move, but White would have escaped in that case by first taking the K. R. P. (ch.), and then playing Q. to her 3rd.

‡ Preparatory to the advance of the K. Kt. P., and the playing K. to Kt.'s 3rd.

§ Threatening a dangerous check at K. Kt.'s 8th.

‖ This looks menacing, as there are both the R. to Q's 6th, and the B. to Q. B's sq. for Black to guard against.

¶ If he had played the Kt. to K. B's 2nd, he would have lost the game, by R. to K's 8th (ch.) and then B. to Q.B's sq.

** His sole move to delay the mate being R. to K.Kt.'s 4th, as taking the Bishop would be useless.

14. Q. R. to Q. B's sq.	14. K. R. to K's sq.*
15. Q. Kt. to K. Kt.'s 3rd.†	15. K. B. takes K. P.
16. Q. Kt. to K. B's 5th.	16. B. takes Kt.
17. P. takes K. B.‡	17. B. takes B.
18. Q. takes B.	18. K. Kt. to K's 5th.
19. Kt. to K. R's 4th.	19. P. to K. Kt.'s 3rd.§
20. Q. R. to Q's sq.	20. Q. R. to Q's sq.
21. Kt. to K. B's 3rd.	21. K. Kt. to his 6th.
22. K. R. to K. B's 2nd.	22. P. to K. B's 3rd.
23. P. to Q. R's 3rd.	23. K. Kt. to K. B's 4th.
24. Q. R. to K's sq.	24. K. R. to K's 3rd.
25. Kt. to K. R's 2nd.	25. Q. to K. Kt.'s 6th.
26. Kt. to K. Kt.'s 4th.	26. Q. Kt. to K's 4th.
27. B. takes Kt.	27. P. takes B.
28. Q. R. to K. B's sq.	28. P. to K's 5th.
29. Q. to her B's 3rd.	29. Q. to her 3rd.
30. R. takes Kt.	30. P. takes R.
31. R. takes P.	31. P. to Q's 5th.
32. R. to K. Kt.'s 5th (ch.)	32. K. to R's sq.
33. Q. to Q. R's 5th.	33. P. to Q. Kt.'s 4th.
34. Kt. to K's 5th.‖	34. Q. R. to K. B's sq.
35. Kt. to Kt.'s 4th.	35. K. R. to Kt.'s 3rd.
36. R. takes R.	36. P. takes R.
37. P. takes Q. P.	37. Q. takes P. (ch).
38. K. to R's 2nd.	38. Q. to her 3rd (ch.)
39. K. to Kt.'s sq.	39. R. to Q. B's sq.
40. Q. to K's sq.	40. Q. to Q. B's 4th (ch.)
41. K. to R's 2nd.	41. Q. to Q. B's 2nd (ch.)¶
42. P. to K. Kt.'s 3rd.	42. Q. to Q. B's 7th (ch.)
43. Kt. to K. B's 2nd.	43. R. to Q. B's 6th.
44. K. to R's sq.	44. R. takes K. Kt. P.
45. Q. to Q. R's sq. (ch.)	45. K. to R's 2nd.

And Black surrendered.

* In a well opened game every Piece is brought into requisition before the attack begins.

† This was an unaccountable slip in so fine a player as Mr. Harrwitz.

‡. He would have gained no advantage whatever by taking the Q's Bishop.

§ The advance of this Pawn is not usually commendable; but in the present case the threatened conjunction of Black's Rook, Bishop and Kt. renders it necessary.

‖ Prettily played.

¶ To force the exchange of Queens next move if the King retreated.

GAME XVI.

WITH MR. HORWITZ.

[IRREGULAR OPENING.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to Q's 4th.	1. P. to K. B's 4th.
2. P. to Q. B's 4th.	2. K. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 3rd.
4. P. to K's 3rd.	4. K. B. to Q. Kt.'s 5th.
5. K. B. to Q's 3rd.	5. P. to Q. B's 4th.
6. K. Kt. to K's 2nd.	6. Castles.
7. Castles.	7. P. takes P.
8. P. takes P.	8. Q. Kt. to B's 3rd.
9. Q. B. to K. B's 4th.	9. K. Kt. to R's 4th.
10. Q. to her 2nd.	10. Kt. takes Q. B.
11. Q. takes Kt.	11. B. to Q. R's 4th.
12. Q. Kt. to his 5th.	12. P. to Q. R's 3rd.
13. Kt. to Q's 6th.	13. B. to Q. B's 2nd.
14. P. to Q. B's 5th.	14. Q. to K's 2nd.*
15. Q. to K. Kt.'s 3rd.†	15. B. takes Kt.
16. P. takes B.	16. Q. to K. B's 3rd.
17. Q. to K's 3rd.	17. P. to K. B's 5th.
18. Q. to K's 4th.	18. P. to K. Kt.'s 3rd.
19. P. to K. B's 3rd.	19. P. to Q. Kt.'s 4th.
20. P. to Q. R's 4th.	20. Q. B. to Kt.'s 2nd.‡
21. P. takes P.	21. P. takes P.
22. B. takes P.	22. Q. to K. Kt.'s 4th.§
23. B. to Q. B's 4th.	23. Kt. to Q. R's 4th.‖

* Attacking the adverse Q. at this point by advancing P. to K. Kt.'s 4th, and then P. to K. B's 5th, would have been of little service, as she could ultimately post herself at K. R's 3rd, and threaten mate.

† If White had ventured the obvious move of taking the K. B. P., with his Kt., Black would have retired his Q. to her sq., and have compelled his adversary to sacrifice the Kt.

‡ The game now becomes interesting from the critical position of both parties.

§ Well played, because it prevents the Queen going to King's 5th, when she is attacked by the Bishop presently.

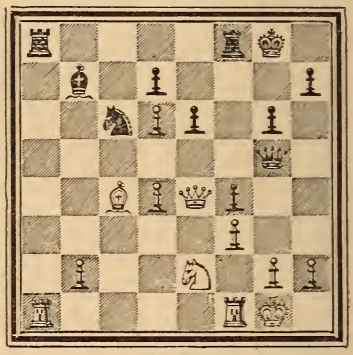
‖ At the termination of the game, Mr. Horwitz, expressed his belief that if he had only exchanged Rooks before playing the Kt. to R's 4th, he should have won the game; "because in that case White could not take the Kt., and as his best play must have sacrificed his Bishop for the King's and Queen's Pawns." In an after game his opponent pointed out

24. R. takes Kt.	24. Q. takes R.
25. Q. takes B.	25. Q. R. to his 2nd.
26. Q. to her Kt.'s 3rd.	26. Q. R. to his sq.
27. Kt. to Q. B's 3rd.	27. Q. R. to Kt.'s sq.

his error, and demonstrated that play as Black could, White would still retain the advantage.

The following diagram exhibits the position prior to Black's 23rd move:—

BLACK.



WHITE.

Let us suppose Mr. Horwitz to have played as he afterwards thought he should.

WHITE.	BLACK.
	23. R. takes R.
24. R. takes R.	24. Kt. to Q. R's 4th.

By taking the Kt. at his next move, White would now lose "the exchange," because on retaking, his opponent threatens mate and thus preserves his Bishop; if instead of taking the Kt. he play the Q. to her 3rd, Black takes the Bishop with Kt., and then K. B. P. with his B., having a winning game. The only mode of escape apparently is "B. takes P. (checking) &c.," and in this variation also the result is advantageous to Black. There is yet however another defence that Mr. Horwitz had omitted to consider, which seems to neutralise the fancied advantages of his variation— this is,—

25. P. to Q's 5th.	25. P. takes P.; or (A.)
26. R. takes Kt.	26. P. takes B.

(He would leave his King in check, were he to take the Queen.)

27. R. takes Q.	27. B. takes Q.
28. P. takes B.	

And White should win.

28. Q. to her R's 4th.	28. Q. to her Kt.'s 3rd.
29. R. to Q's sq.	29. Q. takes Q. Kt. P.
30. Kt. to K's 4th.	30. Q. to her Kt.'s 5th.
31. Q. to her R's 2nd.	31. Q. R. to his sq.
32. Q. to her Kt.'s 3rd.	32. Q. takes Q.
33. B. takes Q.	33. K. R. to Q. Kt.'s sq.
34. R. to Q's 3rd.	34. Q. R. checks.
35. K. to B's 2nd.	35. Q. R. to Q. Kt.'s 8th.
36. B. to Q. R's 4th.	36. Q. R. to Kt.'s 7th (ch.)
37. R. to Q's 2nd.	37. R. takes R. (ch.)
38. Kt. takes R.	38. R. to Q. Kt.'s 3rd.
39. Kt. to Q. B's 4th.*	39. R. to Q. Kt.'s 2nd.
40. K. to his 2nd.	40. K. to B's sq.
41. K. to Q's 3rd.	41. K. to his sq.
42. Kt. to K's 5th.	42. R. to Q. R's 2nd.
43. B. to Q. Kt.'s 5th.	43. P. to K. Kt.'s 4th.
44. K. to Q. B's 4th.	44. P. to K. R's 3rd.
45. P. to Q's 5th.	45. P. takes P. (ch.)
46. K. takes P.	46. R. to R's 7th.
47. B. takes P. (ch.)	47. K to Q's sq.
48. B. to K. R's 3rd.	48. R. to Q's 7th (ch.)
49. K. to his 6th.	49. R to K's 7th.
50. K. to B's 6th.	50. P. to K. Kt.'s 5th.
51. B. takes P.	51. R. takes P.

And White mates in three moves.

(A.)

	25. B. takes P.; or (B.)
26. R. takes Kt.	26. B. takes Q.
27. R. takes Q.	

And White has a Piece more than his adversary, and no inferiority of position.

(B.)

	25. Kt. takes B. (his best move)
26. Q. takes Kt.	26. B. takes P. (his best)
27. Q. to her B's 5th.	27. Q. to K's 4th.
28. Kt. to Q. B's 3rd.	28. R. to Q. Kt.'s sq.
29. P. to Q. Kt.'s 4th.	

And with his passed Pawn, and a Kt. for a Bishop, White's game is preferable.

* Effectually preserving the Pawn, for if the Rook were now played to Kt.'s 5th, White would take the Q. P. with B., threatening to win the R. if the Kt. were captured.

Game XVII.

Between the same players.

[Ruy Lopez' Knight's Game.]*

	WHITE. (Mr. S.)	BLACK. (Mr. H.)
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3.	K. B. to Q. Kt.'s 5th.†	3. Q. to K. B's 3rd.
4.	Q. Kt. to B's 3rd.	4. K. B. to Q's 3rd.‡
5.	Q. Kt. to Q's 5th.	5. Q. to K. Kt.'s 3rd.
6.	P. to Q's 3rd.	6. Q. Kt. to K's 2nd.§
7.	Kt. to K. R's 4th.	7. Q. to K's 3rd.
8.	Q. Kt. to K's 3rd.	8. K. B. to Q. B's 4th.
9.	K. B. to Q. B's 4th.	9. Q. to K. B's 3rd.
10.	K. Kt. to B's 3rd.	10. P. to Q's 3rd.
11.	P to Q. B's 3rd.	11. K. Kt. to R's 3rd.
12.	Castles.	12. Q. B. to K. Kt.'s 5th.
13.	Kt. takes B.	13. Kt. takes Kt.
14.	P. to Q. R's 4th.	14. P. to Q. R's 4th.
15.	Q. B. to Q's 2nd.‖	15. Q. to K. Kt.'s 3rd.
16.	P. to K. R's 3rd.	16. K. Kt. to K. B's 3rd.
17.	P. to Q's 4th.	17. P. takes P.
18.	P. takes P.	18. B. to Q. Kt.'s 3rd.

* This game is an example of "Ruy Lopez' Knight's Game," and ought to have been given among the games at the King's Knight's Opening, but was inadvertently classed among the Irregular Openings.

† It was from apprehension of this move that Ruy Lopez, nearly three hundred years ago, declared himself in favour of 2. P. to Q's 3rd, instead of 2. Q. Kt. to B's 3rd, for the defence of the K's Pawn; and there is an impression prevalent among some of our best players at this time that the Spaniard was right, and that the defending player cannot surely trust to 2. Q. Kt. to B's 3rd for the second move. The question then arises, "Can it be safely defended at all?" and to this there is no satisfactory answer. We believe it cannot, and that, by playing P. to K's 4th on his first move. the second player subjects himself to embarrassment from the very outset of the game.

‡ This is, generally speaking, a very bad move, and the present instance is no exception to the rule.

§ Taking the K. Kt. P. would have been bad play, and if he had moved the Q. Kt. to Q's 5th, White would have first attacked the Q. with his K. Kt. and upon her going to K's 3rd, would have played K. B. to Q. B's 4th; threatening to win her in two moves.

‖ As Black cannot Castle on either side advantageously, White has time to get his men well into the field before beginning the assault.

19. P. to K's 5th.*	19. K. Kt. to Q's 2nd.
20. Q. to K's 2nd.†	20. P. to Q's 4th.
21. B. to Q's 3rd.	21. Q. to K. R's 4th.
22. K. to R's 2nd.‡	22. P. to K. B's 4th.§
23. P. takes P. in passing.	23. K. Kt. takes P.
24. Q. R. to K's sq.	24. K. Kt. to K. Kt.'s sq.
25. Q. B. to K. Kt.'s 5th.	25. Q. to K. B's 2nd.
26. Kt. to K's 5th.	26. Q. to K's 3rd.
27. Q. to K. R's 5th (ch.)	27. K. to B's sq.
28. Kt. to K. Kt.'s 6th (ch.)	28. P. takes Kt.
29. Q takes R.	29. Q. to her 3rd (ch.)
30. P. to K. B's 4th.	30. Q. R. to K's sq.
31. Q. R. to K's 2nd.	31. B. takes Q. P.
32. K. R. to K's sq.	32. K. to B's 2nd.
33. Q. to R's 7th.‖	33. Kt. to K. B's 3rd.
34. R. takes Kt. (ch.)	34. R. takes R.
35. B. takes P. (ch.)	35. K. to B's sq.
36. Q. to R's 8th (ch.)	36. Kt. to Kt.'s sq.
37. B. takes R. (ch.)	

And wins.

Game XVIII.

WITH M. ST. AMANT.

[Irregular Opening.]

Black. (Mr. S.)	White. (Mr. St. A.)
1. P. to Q's 4th.	1. P. to K. B's 4th.
2. P. to Q. B's 4th.	2. P. to Q. B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 3rd.
4. Q. B. to K. B's 4th.	4. P. to Q's 4th.
5. P. to K's 3rd.	5. K. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to K's 2nd.
7. K. B. to K's 2nd.	7. Castles.
8. Castles.	8. K. B. to Q's 3rd.
9. K. Kt. to K's 5th.	9. Q. P. takes P.
10. K. B. takes P.	10. K. Kt. to Q's 4th.
11. B. to K. Kt.'s 3rd.	11. B. takes Kt.
12. B. takes B.	12. Q. Kt. to Q's 2nd.

* From this point the attack is kept up unflinchingly to the end.

† Kt. to K. R's 4th would have been unwise on account of Q. to K's 5th.

‡ Threatening to play the P. to K. Kt.'s 4th and win the Queen.

§ The best defence he has left.

‖ An important move, as is presently seen.

13. Q. B. to K. Kt.'s 3rd.	13. Q. Kt. to his 3rd.
14. K. B. to Q. Kt.'s 3rd.	14. P. to K. R's 3rd.
15. P. to Q. R's 3rd.	15. Q. to K's 2nd.
16. Q. R. to Q. B's sq.	16. Q. B. to Q's 2nd.
17. Kt. takes Kt.	17. Kt. takes Kt.
18. B. takes Kt.	18. K. P. takes B.*
19. B. to K's 5th.†	19. K. to R's 2nd.
20. P. to K. B's 4th.	20. P. to Q. R's 3rd.
21. R. to K. B's 3rd.	21. K. R. to B's 2nd.
22. K. R. to Kt.'s 3rd.	22. Q. R. to K. Kt.'s sq.
23. Q. to K. R's 5th.	23. Q. to K's 3rd.
24. Q. R. to K. B's sq.	24. B. to K's sq.‡
25. Q. to K. R's 4th.	25. Q. to K's 2nd.
26. K. R. to Kt.'s 5th.	26. Q. to K's 3rd.
27. Q. R. to K. B's 3rd.	27. K. R. to Q's 2nd.
28. Q. to K. R's 3rd.§	28. K. R. to K. B's 2nd.
29. Q. R. to Kt.'s 3rd.	29. P. to Q Kt.'s 3rd.‖
30. Q. to R's 5th.	30. K. R. to Q. Kt.'s 2nd.
31. Q. to R's 4th.	31. R. to K. B's 2nd.
32. Q. to R's 3rd.¶	32. P. to Q. B's 4th.
33. P. takes P.	33. P. takes P.
34. K. R. to his 5th.	34. P. to Q's 5th.
35. P. takes P.	35. P. takes P.
36. K. R. to Kt.'s 5th.	36. Q. to her B's sq.
37. Q. R. to K. B's 3rd.	37. B. to Q. Kt.'s 4th.
38. K. to B's 2nd.	38. Q. to B's 7th (ch.)
39. K. to Kt.'s 3rd.	39. B. to K's 7th.
40. B. takes Q. P.	40. B. takes R.
41. P. takes B.	41. P. to K. Kt.'s 3rd.

* Taking with the other Pawn would have opened the file to the adverse Rook.

† This Bishop is now most advantageously posted.

‡ White obviously dare not attempt to dislodge his enemy's Q. by playing P. to K. Kt.'s 3rd, because of the Q. taking the K. R. P., and then the R. giving checkmate.

§ In this position Black's attack looks irresistible. Instead, however, of retreating the Q. thus, he might, with better effect, have moved the Q. R. to K. Kt.'s 3rd.

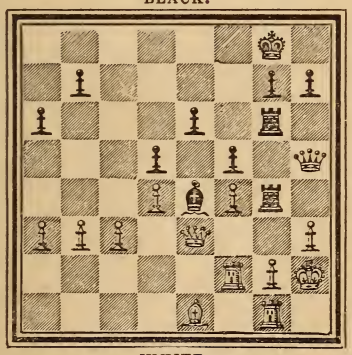
‖ This looks tame and inefficient, but his game is so dead locked that it affords no opportunity for decisive movements.

¶ The "Chess Player's Chronicle," from whence we take the game, after commenting on the unusual timidity manifested by Black, in many parts of this contest, suggests that he might have won by now moving his R. to K. Kt.'s 6th. The following diagram will assist the reader to study the position.

42. K. to R's 4th.	42. Q. to her 7th.
43. B. to K's 5th.	43. Q. to her sq.
44. K. to Kt.'s 3rd.	44. Q. to her 8th.
45. K. to R's 4th.	45. Q. to K's 8th (ch.)
46. R. to K. Kt.'s 3rd.	46. Q. to her 7th.
47. Q. to Kt.'s 2nd.	47. Q. to her sq. (ch.)
48. K. to R's 3rd.	48. K. R. to Q's 2nd.
49. Q. to her B's 2nd.	49. Q. to her Kt.'s 3rd.
50. P. to Q. R's 4th.	50. Q. to K's 3rd.
51. R. to K. Kt.'s sq.	51. P. to K. Kt.'s 4th.
52. R. to Q. B's sq.	52. P. to Kt.'s 5th (ch.)
53. K. to Kt.'s 3rd.	53. P. takes P. (dis. ch.)
54. K. takes P.	54. Q. to K. Kt.'s 3rd.
55. K. to his 3rd.	55. Q. to K. Kt.'s 5th.
56. R. to K. B's sq.	56. Q. R. to Q.s sq.

And in a few moves Black resigned.

BLACK.



WHITE.

Let us then suppose him to play as recommended, namely,—

32. R. to K. Kt.'s 6th.	32. Q. takes R., or (A.)
33. R. takes Q.	32. K. takes R.
34. Q. to her 8th, &c.	
(A.)	
	32. R. to K. B's 3rd.
33. R. takes R.	33. P. takes R.
34. R. takes R.	34. K. takes R., or (B)
35. Q. takes K. B. P., &c.	
(B.)	
	34. Q. takes R.
35. Q. takes P. at K. B's 6th, &c.	

CLASSIFICATION OF THE OPENINGS IN BOOK IV.

Game				
1st	1. P. to K's 4th. / P. to Q. B's 4th.	2. P. to K. B's 4th. / P. to K's 3rd.		
2d	1. P. to Q's 4th. / P. to Q. B's 4th.	2. P. to Q's 5th. / P. to K. B's 4th.		
3d	1. P. to K's 4th. / P. to Q. B's 4th.	2. P. to K. B's 4th. / P. to K's 3rd.		
4th	1. P. to Q's 4th. / P. to Q. B's 4th.	2. P. to Q's 5th. / P. to K. B's 4th.		
5th	1. P. to K's 4th. / P. to Q. B's 4th.	2. P. to K. B's 4th. / P. to K's 3rd.		
6th	1. P. to Q. B's 4th. / P. to Q. B's 4th.	2. Q. Kt. to B's 3rd. / P. to K. B's 4th.		
7th	1. P to Q's 4th. / P. to K's 3rd.	2. P. to Q. B's 4th. / P. to Q's 4th.		
Game				
8th	1. P. to K's 4th. / P. to Q. B's 4th.	2. K. Kt. to B's 3rd. / P. to K's 3rd.		
9th	1. P. to Q's 4th. / P. to K's 3rd.	2. P. to Q. B's 4th. / P. to Q's 4th.		
10th	1. P. to K's 4th. / P. to Q. B's 4th.	2. K. Kt. to B's 3rd. / P. to K's 3rd.		
11th	1. P. to Q's 4th. / P. to K's 3rd.	2. P. to Q. B's 4th. / P. to Q's 4th.		
12th	1. P. to Q. B's 4th. / P. to Q. B's 4th.	2. Q. Kt. to B's 3rd. / P. to K. B's 4th.		
13th	1. P. to Q's 4th. / P. to K's 3rd.	2. P. to Q. B's 4th. / P. to Q's 4th.		
14th	1. P. to Q. B's 4th. / P. to Q. B's 4th.	2. Q. Kt. to B's 3rd. / Q. Kt. to B's 3rd.		
Game				
15th	1. P. to Q's 4th. / P. to Q's 4th.	2. P. to Q. B's 4th. / P. to K's 3rd.		
16th	1. P. to Q. B's 4th. / P. to Q. B's 4th.	2. Q. Kt. to B's 3rd. / P. to K's 4th.		
17th	1. P. to Q's 4th. / P. to Q's 4th.	2. P. to Q. B's 4th. / P. to K's 3rd.		
18th	1. P. to Q. B's 4th. / P. to Q's 4th.	2. Q. Kt. to B's 3rd. / P. to K's 3rd.		
19th	1. P. to Q's 4th. / P. to Q's 4th.	2. P. to Q. B's 4th. / P. takes P.		
20th	1. P. to Q. B's 4th. / P. to K's 3rd.	2. P. to K's 4th. / P. to Q. B's 3rd.		
21st	1. P. to Q's 4th. / P. to Q's 4th.	2. P. to Q. B's 4th. / P. to K's 3rd.		

BOOK IV.

THE GREAT CHESS-MATCH BETWEEN ENGLAND AND FRANCE.

This memorable encounter, which from the high and well-sustained repute of the French players for the last half century, and the increasing taste for the game all over Europe, excited a degree of interest perhaps unparalleled in the history of any similar contest, took place in Paris at the latter end of the year 1843. The arena appointed by the French champion was the chief room of the Cercle des Echecs, in the Place du Palais Royal, and the following were the conditions stipulated for the regulation of the match*:—

TERMS OF THE MATCH.

1st. The amount of stake on each side to be £100 sterling—and the winner of the first eleven games to be declared the victor, and entitled to the stakes.

2nd. The match to be played in the rooms of the Cercle des Echecs, in Paris.

3rd. The games to be conducted in accordance with the rules adopted by the Paris Cercle des Echecs.

4th. The parties to play on a Chess-board and with Chess-men similar to those used by them on the previous occasion of their playing together.

5th. The match to commence in the month of November, 1843, and to be continued at not less than four sittings each week. Either player failing to attend at the hour fixed for play, to forfeit one guinea for each omission.

6th. In the event of the English player failing to present himself within the course of four days from the time appointed for the commencement of the contest, he shall be considered to have lost, and the stakes be forfeited to his opponent. On the other hand, if his adversary be unprepared to play at the expiration of the same period after the time fixed, he shall be adjudged to have forfeited the stakes, &c.

7th. The stakes on the part of Mr. Staunton to be deposited prior to the commencement of the match in the hands of Mr. Lewis, of the London Chess Club; and those on the side of M. St. Amant in the hands of M. Chamouillet, of the Paris Chess Club.

* For a detailed history of the difficulties attending the settlement of preliminaries we must refer the reader to the fifth volume of the "Chess Player's Chronicle," and Mr. Bryan's "Historique de la Lutte, &c." Paris, 1845.

GAME THE FIRST.

PLAYED NOVEMBER THE 14TH, 1843.

[SICILIAN OPENING.]

WHITE. (M. St. A.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. P. to Q's 4th.
5. P. to K's 5th.	5. K. Kt. to R's 3rd.
6. Q. Kt to R's 3rd.	6. B. to K's 2nd.
7. Kt. to Q. B's 2nd.	7. P. to K. B's 4th.
8. P. to Q's 4th.	8. Castles.
9. B. to K's 2nd.	9. B. to Q's 2nd.
10. Castles.	10. Q. R. to B's sq.*
11. K. to R's sq.	11. P. takes P.
12. P. takes P.	12. Kt. to K. B's 2nd.†
13. R. to K. Kt.'s sq.‡	13. K. to R's sq.
14. P. to K. Kt.'s 4th.	14. P. takes P.
15. R. takes P.	15. Kt. to K. R's 3rd.
16. R. to K. Kt.'s 3rd.	16. Q. B. to K's sq.
17. B. to Q's 3rd.	17. Q. B. to K. R's 4th.
18. Q. to K. Kt.'s sq.	18. K. B. to K. R's 5th.
19. Kt. takes B.§	19. Q. takes Kt.
20. Kt. to K's sq.‖	20. Kt. to Q. Kt.'s 5th.¶

* The fault of White's 5th move is apparent in the rapidity with which his opponent was enabled to develope his game and obtain an advantage in position so early in the contest.

† Intending to throw forward his K. Kt. P. next move.

‡ To prevent the advance of Black's K. Kt. P., and at the same time to admit of White's playing his own.

§ If White had played his R. to K. R's 3rd instead of this move, he would have lost the exchange, at least; for example:—

19. R. to K. R's 3rd.	19. Q. B. to K. Kt.'s 5th.
20. Kt. takes K. B. (best.)	20. B. takes R., &c.

‖ This is not a good move. Perhaps his best play was Q. to K. Kt.'s 2nd.

¶ The winning move.

21. Q. B. to Q's 2nd.*	21. Kt. takes B.
22. R. takes Kt.	22. B. to K. Kt.'s 3rd.†
33. Q. to K. Kt.'s 3rd.	23. Q. to K. R's 4th.
24. R. to Q. Kt.'s 3rd.	24. Q. to K's 7th.
25. Q. to K's 3rd.‡	25. Q. to K. B's 8th. (ch.)
26. Q. to Kt.'s sq.	26. B. checks.
27. R. interposes.	27. B. takes R. (ch.)
28. Kt. takes B.	28. Q. takes Kt. (ch.)
29. Q. to Kt.'s 2nd.	29. Q. takes Q. (ch.)
30. K. takes Q.	30. Q. R. to Q. B's 7th.
31. R. to Q's sq.	31. K. R. takes B. P.
32. K. to Kt.'s 3rd.	32. K. R. takes Q. P.
33. B. takes Kt.	33. R. takes R.

Black wins. (*a*)

* At the conclusion of the sitting some of the leading Parisian amateurs expressed surprise that M. St. Amant did not at this point retreat the K. B. to his own sq. The following variations clearly show that the move suggested would have cost White a Piece:—

21. B. to K. B's sq.	21. R. takes Q. B.
22. R. takes R.	22. Q. takes K. B. P.

(If Kt. to K's 2nd, Black takes B. with R., &c.)

23. Kt. to Q's 3rd (best.)	23. Kt. takes Kt.
24. B. takes Kt.	24. B. to K. B's 6th (ch.)
25. R. to K. Kt.'s 2nd.	25. B. takes R. (ch.)

(If R. takes B. then Q. takes R. (ch.) and then captures the B.)

26. Q. takes B. (best.)	26 Q. takes R. (ch.)

We believe M. St. Amant's best play was:—
21. Kt. to K. Kt.'s 2nd sq.

† Having the range of this diagonal comparatively free, this Bishop now becomes most formidable.

‡ Evidently played under the misconception, that after interposing his Q. in answer to the adversary's check with the Q., he could safely play the Kt. to K. Kt.'s 2nd, when the B. checked.

(*a*) The time occupied in playing this game was exactly six hours.

GAME THE SECOND.

PLAYED NOVEMBER THE 16TH, 1843.

[IRREGULAR OPENING.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to Q's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 5th.*	2. P. to K. B's 4th.†
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. Q. Kt. to B's 3rd.	4. K. Kt. to B's 3rd.
5. Q. B. to K. Kt.'s 5th.	5. P. to K's 4th.
6. P. to K's 4th.	6. P. to Q. R's 3rd.‡
7. P. takes P.	7. B. takes P.
8. Kt. to K. R's 4th.	8. B. to his sq.
9. B. to Q's 3rd.	9. P. to K. Kt.'s 3rd.
10. Castles.	10. B. to K's 2nd.
11. P. to K. B's 4th.§	11. P. to Q. B's 5th.‖
12. B. takes Q. B. P.	12. P. takes P.¶
13. R. takes P.	13. Q. Kt. to Q's 2nd.
14. Q. to her 4th.	14. Kt. to K's 4th.
15. Q. R. to K's sq.**	15. Kt. from K. B's 3rd to Q's 2nd.††

* This is much better than taking the Pawn.

† M. St. Amant derived this somewhat bizarre defence from Benoni. (Benoni, oder Vertheidigungen die Gambitzüge im Schache, &c. Von Aaron Reinganum, Frankfort, 1825.

‡ On referring to the "Time Table," we observe that Black devoted seventeen minutes to the consideration of the present move, and no less than nineteen before he felt justified in retreating his Q's Bishop to his sq. again at the 8th move.

§ This was certainly not made without reflection, since we find that sixteen minutes were expended in deliberation on it; but in spite of this, it is very questionable whether the advance of his B's P. at this point was not somewhat premature.

‖ An excellent move, if properly followed up, but the importance of which M. St. Amant appears to have overlooked.

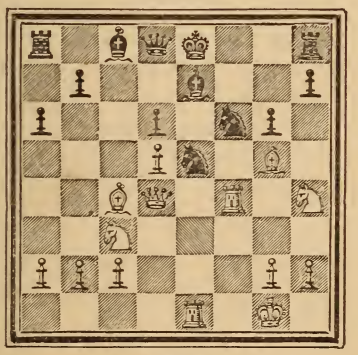
¶ He ought now to have checked with his Q. at her Kt.'s 3rd, and although White would still have had an advantage in position, the game of Black would have been much relieved.

** The object of this move, a far better one, be it it observed, than doubling the Rooks, was to prevent the Black from Castling.

†† Here the position is interesting and instructive.

16. B. takes B.	16. Q. takes B.
17. Kt. to K's 4th.	17. R. to B's sq.
18. R. takes R. (ch.)	18. Q. takes R.
19. Kt. takes P. (ch.)	19. K. to Q's sq.*
20. R. takes Kt.	20. Q. takes Kt.
21. R. to K's 3rd.†	21. K. to Q. B's 2nd.
22. B. to Q. Kt.'s 3rd‡.	22. P. to Q. R's 4th.
23. Kt. to K. B's 3rd.	23. Kt. to K. B's 3rd.
24. P. to Q. B's 4th.	24. P. to Q. Kt.'s 3rd.
25. Kt. to K's 5th.	25. P. to Q. R's 5th.
26. B. to Q. B's 2nd.	26. P. to Q. R's 6th.
27. Kt. to K. B's 7th.	27. Q. to B's 4th.
28. Q. to K. B's 4th (ch.)	28. K. to Kt.'s 2nd.

BLACK.



WHITE.

If now Black, instead of playing as in the text, had Castled, the following moves would probably have occurred:—

	15. Castles.
16. Q. R. takes Kt.	16. P. takes R.
17. P. to Q's 6th (dis. ch.)	17. K. to Kt.'s 2nd.
18. P. takes B.	18. Q. takes Q. (ch.)
19. R. takes Q.	19. P. takes R.
20. B. to K. R's 6th.	

Winning easily.

* White would obviously have regained a Piece instantly by playing Kt. to K. B's 3rd, if his adversary had taken the Kt.

† The proper move, since it prevents Black, at an ulterior period, from gaining time by checking with his Queen.

‡ To enable him to advance the Q. B. P. when necessary.

29. P. to Q. Kt.'s 4th.*	29. Kt. to K. R's 4th.
30. Kt. to Q's 8th (ch.)	30. K. to R's 3rd.
31. P. takes Q.	31. Kt. takes Q.
32. R. takes P.	

Mates. (*a*)

[In this and the fourteen next games we are enabled, through the courtesy of Captain Wilson (who at this point commenced timing every move accurately with a stop-watch), to present a table, showing the exact time occupied by each player in the most important moves of the game. It is obviously unnecessary and inconvenient to mark the *time of every move*, Captain Wilson has kindly, therefore, selected for us all those moves which occupied *five minutes and above* in consideration, and we shall pass over those which took less, without comment.]

* This move gains White at least a Piece.

(*a*) Duration of the Second Game Seven Hours.

Longest Time of the Players in deliberation.

WHITE. (Mr. S.)		BLACK. (M. St. A.)	
On Move	Minutes.	On Move	Minutes.
5	5	5	10
6	5	6	17
8	6	7	8
10	7	8	18
11	16	9	11
12	10	10	8
13	5	11	19
14	12	13	8
15	5	14	5
16	5	15	5
23	5	17	6
25	6	19	5
		21	5
		22	5
		23	5
		25	5
12	87	16	140

By this we we find that, in the present game, White, out of his thirty-two moves, in twelve instances took a period of five minutes or more for deliberation; and Black, out of thirty-one moves, required five minutes or upwards, in sixteen cases; and that the highest time occupied in consideration on a single move by each was:—White, sixteen minutes, and Black nineteen.

GAME THE THIRD.

PLAYED NOVEMBER THE 18TH, 1843.

[SICILIAN GAME.]

WHITE. (M. St. A.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. P. to Q's 4th.
5. P. to K's 5th.	5. B. to Q's 2nd.
6. Q. Kt. to R's 3rd.	6. Kt. to K's 2nd.
7. Kt. to Q. B's 2nd.	7. Kt. to K. Kt.'s 3rd.
8. P. to Q's 4th.	8. R. to Q. B's sq.
9. P. to Q. R's 3rd.	9. B. to K's 2nd.
10. B. to Q's 3rd.	10. Castles.
11. Castles.	11. P. to K. B's 4th.
12. P. to K. R's 3rd.	12. P. takes Q. P.
13. Q. Kt. takes P.	13. Kt. takes Kt.
14. P. takes Kt.	14. Q. to Kt.'s 3rd.
15. P. to K. Kt.'s 3rd.	15. R. to Q. B's 2nd.
16. Q. to K's 2nd.	16. K. R. to Q. B's sq.
17. B. to K's 3rd.	17. B. to K's sq.
18. P. to K. Kt.'s 4th.	18. P. takes P.
19. P. takes P.	19. Kt. to B's sq.
20. K. to Kt.'s 2nd.	20. P. to K. Kt.'s 3rd.
21. Q. R. to B's sq.*	21. R. takes R.
22. R. takes R.	22. R. takes R.
23. B. takes R.	23. Q. to her sq.
24. K. to R's 3rd.†	24. P. to Q. R's 3rd.‡
25. Q. to K. Kt.'s 2nd.	25. B. to Q's 2nd.

* K. R. to his own square, the move intended, one would suppose, when Black played his K. to Kt.'s 2nd, seems more effective than this, although the present move was not made without much reflection.

† This is better than advancing the K. B. P., because, in that case, White, after taking the P. with P., could have played his Q. to her B's sq., attacking the adversary's Bishop and Pawn also.

‡ A very necessary precaution.

26. B. to K's 3rd.*	26. K. to R's sq.
27. Kt. to R's 2nd.†	27. Q. to her Kt.'s 3rd.
28. Q. to her B's 2nd.	28. K. to Kt.'s 2nd.
29. P. to Q. Kt.'s 4th.	29. P. to Q. R's 4th.‡
30. P. takes P.	30. Q. takes Q. R. P.
31. P. to K. B's 5th.	31. K. P. takes P.
32. P. takes P.	32. P. takes P.
33. Q. B. to his sq.§	33. Q. to K's 8th.‖
34. K. to Kt.'s 2nd.¶	34. Kt. to his 3rd.
35. Kt. to B's 3rd.	35. Kt. to K. R's 5th (ch.)
36. Kt. takes Kt.	36. Q. takes Kt.
37. B. takes P.	37. B. takes B.
38. Q. takes B.	38. Q. takes Q. P.
39. B. to K. Kt.'s 5th.	39. Q. to Kt.'s 7th (ch.)
40. K. to R's sq.	40. Q. to R's 8th (ch.)
41. K. to Kt.'s 2nd.	41. Q. to R's 7th (ch.)
42. K. to R's sq.	42. Q. takes P.
43. B. to K. B's 6th (ch.)	43. B. takes B.
44. Q. takes B. (ch.)	44. K. to Kt.'s sq.
45. Q. to K. Kt.'s 5th (ch.)	45. K. to B's 2nd.
46. Q. to K. B's 6th (ch.)	46. K. to his sq.
47. Q. to K.'s 6th (ch.)	47. Q. to K's 2nd.
48. Q. to K. Kt.'s 8th (ch.)	48. K. to Q's 2nd.
49. Q. takes P. (ch.)	49. K. to Q. B's 2nd.
50. Q. to her B's 4th (ch.)	50. K. to Q's sq.
51. Q. to K. Kt.'s 8th (ch.)	51. K. to Q. B's 2nd.
52. Q. to her B's 4th (ch.)	52. K. to Q. Kt.'s 3rd.
53. Q. to her Kt.'s 3rd (ch.)	53. K. to Q. B's 3rd.
54. Q. to her B's 4th (ch.)	54. Q. to her B's 4th.
55. Q. to K's 6th (ch.)	55. K. to Q. B's 2nd.
56. Q. to K. B's 7th (ch.)	56. K. to B's 3rd.

* Again, Black dared not advance his K. B. P., from apprehension of the adverse Q. being played to her B's sq.

† For the purpose of playing forward the K. B. P., and subsequently of planting this Kt. on K. B's 6th sq.

‡ The proper move, we believe.

§ If, instead of this move, he had taken the K. B. P. with his K. B., White would have taken the Q. R. P. with his Q., and have greatly improved his game.

‖ A tempting move, but not nearly so good as taking the Q. R. P. with the B., which would have given White a superiority sufficient to decide the game.

¶ Finely played.

57. Q. to K's 6th (ch.) 57. K. to Q. B's 2nd.
58. Q. to K. B's 7th (ch.)

And the game was drawn. (*a*)

GAME THE FOURTH.

PLAYED NOVEMBER THE 19TH, 1843.

[IRREGULAR OPENING.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to Q's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 5th.	2. P. to K. B's 4th.
3. Q. Kt. to B's 3rd.	3. P. to Q's 3rd.
4. P. to K's 4th.	4. P. takes P.
5. Kt. takes P.	5. P. to K's 4th.
6. B. to K. Kt.'s 5th.	6. Q. to her R's 4th (ch.)*

* Had Black interposed either his K. B. or K. Kt., he would have lost a Pawn, or have been driven to play his King disastrously (*e. g.*):—

6. B. or Kt. to K's 2nd.
7. K. B. checks. 7. If Q. Kt. or B. to Q's 2nd.
8. Kt. takes Q. P. (ch.), &c., &c.

(*a*) THE DURATION OF THIS GAME WAS SEVEN HOURS.

Longest time expended in deliberation on the moves.

BLACK. (M. St. A.)		WHITE. (Mr. S.)	
On move	Minutes.	On move	Minutes.
3	8	5	5
9	10	6	5
13	6	12	7
15	11	14	6
17	9	15	8
18	8	16	10
20	12	17	5
21	10	18	6
24	7	20	5
26	6	23	7
27	7	25	5
28	6	27	5
		28	15
12	100	13	89

7.	P. to Q. B's 3rd.	7. Q. B. to K. B's 4th.
8.	Q. Kt. to Kt. Kt.'s 3rd.	8. B. to K. Kt.'s 3rd.
9.	B. to Q's 3rd.	9. B. takes B.*
10.	Q. takes B.	10. P. to K. Kt.'s 3rd.
11.	K. Kt. to K's 2nd.	11. B. to K's 2nd.
12.	Q. Kt. to K's 4th.	12. Q. to her Kt.'s 3rd.
13.	Castles on K's side.	13. Q. Kt. to Q's 2nd.
14.	B. takes B.	14. K. Kt. takes B.
15.	Q. Kt. to K. Kt.'s 5th.	15. P. to K. R's 3rd.
16.	Kt. to K's 6th.	16. Q. Kt. to K. B's sq.†
17.	Kt. takes Kt.	17. R. takes Kt.
18.	P. to Q. Kt's 4th.	18. P. takes P.
19.	P. takes P.	19. K. to B's 2nd.‡
20.	K. to R's sq.	20. K. to Kt.'s 2nd.
21.	P. to K. B's 4th.	21. Q. R. to Q's sq.
22.	Q. R. to Q's sq.	22. P. to K. R's 4th.
23.	Q. to her B's 3rd.	23. Q. to her Kt.'s 4th.
24.	Q. to her 2nd.	24. R. to K. B's 4th.§

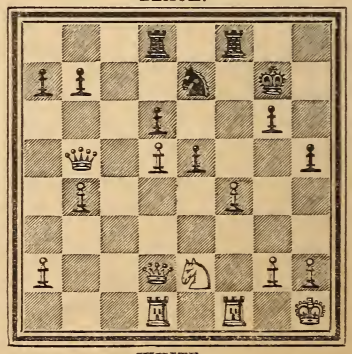
* The position is one of great difficulty to the second player, and this, the result of long deliberation, appears his best play.

† Black plays very ingeniously all through this portion of his troubles.

‡ An odd-looking, but an excellent move, under the circumstances.

§ This is not well calculated. Perhaps his best play was to take the Q. P. with his Kt. We subjoin a diagram of the position, and a few variations consequent on Black's adopting this mode of play.

BLACK.



WHITE.

	24. Kt. takes Q. P.
25. Q. takes Kt.	25. Q. takes Kt.

25. Kt. to Kt.'s 3rd.	25. R. to K. B's 3rd.
26. P. takes P.	26. R. takes R. (ch.)
27. R. takes R.	27. P. takes P.
28. Q. to K. Kt.'s 5th.	28. R. to Q's 2nd.
29. Q. takes K. P. (ch.)	29. K. to R's 3rd.

White mates in four moves. (*a*)

GAME THE FIFTH.

PLAYED NOVEMBER THE 21ST, 1843.

[SICILIAN GAME.]

BLACK. (M. St. A.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.

26. K. R. to K's sq.	26. Q. to K. Kt.'s 5th.
27. P. takes P.	27. Q. takes Q. Kt. P. or (A.)
28. P. to K's 6th, and must win.	
(A.)	
	27. P. takes P.
28. Q. takes K. P. (ch.)	28. K. to R's 3rd or (B.)
29. R. takes Q. R.	29. R. takes R.
30. Q. to K's 3rd (ch.)	30. Q. to K. Kt.'s 4th.
31. Q. to K's 4th, with the better game.	
(B.)	
	28. K. to Kt.'s sq.
29. R. takes R.	29. R. takes R.
30. P. to K. R's 3rd.	30. Q. to Q's 2nd.
31. Q. to K. B's 6th, and wins.	

(*a*) THIS GAME LASTED FOUR HOURS AND A HALF.

Longest time occupied in deliberation on the moves.

WHITE. (Mr. S.)		BLACK (M. St. A.)	
On move	Minutes.	On move	Minutes.
16	5	8	7
17	5	9	18
		10	5
		11	7
		15	20
		16	5
2	10	6	62

3.	K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4.	P. to Q. B's 3rd.	4. P. to Q's 4th.
5.	P. to K's 5th.	5. Q. to her Kt.'s 3rd.
6.	B. to Q's 3rd.	6. B. to Q's 2nd.
7.	B. to Q. B.s 2nd.	7. R. to Q. B's sq.
8.	Castles.	8. K. Kt. to R's 3rd.
9.	P. to K. R's 3rd.	9. B. to K's 2nd.
10.	K. to R's 2nd.	10. P. to K. B's 4th.
11.	P. to Q. R's 3rd.	11. P. to Q. R's 4th.
12.	P. to Q. R's 4th.	12. K. Kt. to B's 2nd.
13.	P. to Q's 4th.	13. P. to K. R's 3rd.
14.	R. to K's sq.*	14. P. to K. Kt.'s 3rd.
15.	Kt. to Q. R's 3rd.	15. P. takes P.†
16.	K. Kt. takes P.	16. Kt. takes Kt.
17.	P. takes Kt.	17. P. to K. Kt.'s 4th.
18.	Q. Kt. to his 5th.	18. B. takes Kt.
19.	P. takes B.	19. Q. R. to Q. B's 5th.
20.	B. to Q's 3rd.‡	20. Q. R. to Q. B's sq.§
21.	B. to K's 2nd.	21. P. takes P.
22.	K. R. to B's sq.	22. Kt. to his 4th.
23.	Q. B. takes P.	23. Kt. to K's 5th.
24.	Q. R. to Q. B's sq.	24. R. takes R.
25.	Q. takes R.	25. K. to Q's 2nd.
26.	Q. to K's 3rd.	26. B. to K. Kt.'s 4th.
27.	B. to Q's 3rd.	27. R. to K. Kt.'s sq.
28.	B. takes Kt.	28. Q. P. takes B.‖
29.	B. takes B.	29. P. takes B.¶
30.	Q. to her Kt.'s 3rd.	30. P. to K. Kt.'s 5th.
31.	R. to Q's sq.	31. P. takes K. R. P.
32.	Q. takes K. R. P.	32. Q. to her sq.**

* Threatening to take the K. B. P. with his B., and then play on the K. P.

† White delayed the capture of the Q. P. up to this point, to prevent his opponent playing the Q. Kt. to B's 3rd.

‡ Well played.

§ He was compelled to retreat, for if he had taken the Q. P., Black would have gained the exchange.

‖ It would have been bad play to take with the B. P., because, in doing so, he would give Black's Rook command over the K. B's file.

¶ White has now a formidable knot of centre Pawns.

** The latter portion of this game is conducted with remarkable correctness and ability by both players.

33. P. to Q's 5th.*	33. K. to Q. B's sq.†
34. Q. to her B's 3rd (ch.)	34. K. to Kt.'s sq.
35. P. to Q's 6th.	35. P. to K. B's 5th.
36. Q. to her B's 5th.	36. P. to K's 6th.‡
37. Q. to her B's 2nd.	37. Q. to K. R's 5th (ch.)
38. K. to Kt.'s sq.	38. R. to Q. B's sq.§
39. Q. to K's 2nd.‖	39. R. to K. R's sq.

White won the game. (*a*)

* On referring to the Time Table it will be seen that the present and move 31, which is a part of the same beautiful combination, were the result of profound deliberation.

† Had White attempted, at this moment, to win the adverse Queen he would have lost the game.

	33 R. to K. R's sq.
34. P. takes P. (double ch.)	34. K. to Q. B's 2nd.
35. P. to Q. Kt.'s 6th (ch.)	34. K. to Q. B's sq.
36. R. takes Q. (ch.), &c.	

‡ Promising mate in three moves.

§ This is the decisive blow. Black can no longer save the game.

‖ He might have protracted the result by now moving P. to Q's 7th, for suppose,—

39. P. to Q's 7th.	39. R. takes Q.
40. P. to Q's 8th "Queens," (ch.)	40. Q. takes Q.
41. R. takes Q. (ch.)	41. K. to Q. B's 2nd.
42. R. to Q's sq. (best.)	42. R. takes Q. Kt. P.

And wins easily.

THE DURATION OF THIS GAME WAS NINE HOURS AND A HALF.

Longest time occupied by each player in deliberation on the moves.

BLACK. (M. St. A.)		WHITE. (Mr. S.)	
On move	Minutes.	On move	Minutes.
6	5	10	10
7	5	20	6
11	5	21	5
12	10	22	7
13	11	29	5
14	5	30	6
15	7	36	7
18	7		
20	11		
21	7		
22	6		
23	5		

GAME THE SIXTH.

PLAYED NOVEMBER THE 23RD, 1843.

[IRREGULAR OPENING.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to Q. B's 4th.	1. P. to Q. B's 4th.
2. Q. Kt. to B's 3rd.	2. P. to K. B's 4th.
3. P. to K's 4th.	3. P. to Q's 3rd.
4. B. to Q's 3rd.	4. P. to K's 3rd.
5. P. takes P.*	5. P. takes P.
6. K. Kt.'s to R's 3rd.	6. K. Kt. to B's 3rd.
7. P. to Q. Kt.'s 3rd.†	7. P. to K. Kt.'s 3rd.
8. Castles.	8. B. to K's 2nd.
9. Q. B. to Kt.'s 2nd.	9. Castles.
10. Kt. to K. B's 4th.	10. Q. Kt. to B's 3rd.
11. Q. Kt. to Q's 5th.	11. Kt. takes Kt.
12. Kt. takes Kt.	12. B. to K's 3rd.
13. Kt. takes B. (ch.)	13. Q. takes Kt.
14. Q. to K's 2nd.‡	14. Q. to K. B's 2nd.

* Perhaps the best move at this point is Q. to K's 2nd.

† Playing this P. forward to afford an outlet for the Q's Bishop, was first brought into vogue by the present games, in which the advantages of this mode of play over the old system is eminently conspicuous.

‡ Even thus early in the opening, from the commanding position of his Bishops, White has a far better game than his opponent.

On move	Minutes.	On move	Minutes.
24	12		
26	25		
27	12		
31	35		
33	20		
36	10		
37	10		
19	208	7	46

15. Q. R. to K's sq.	15. Q. R. to Q's sq.*
16. Q. takes B.	16. Q. takes Q.
17. R. takes Q.	17. Kt. to K's 4th.
18. B. to Q. B's 2nd.	18. K. to B's 2nd.
19. R. takes Kt.	19. P. takes R.
20. B. to Q. B's 3rd.	20. K. R. to K's sq.
21. P. to K. B's 3rd.	21. P. to K. R's 4th.
22. R. to K's sq.	22. K. R. to K's 3rd.
23. P. to Q. Kt.'s 4th.	23. P. to Q. Kt's 3rd.
24. P. takes P.	24. P. takes P.
25. K. to B's 2nd.	25. Q. R. to K's sq.
26. P. to K. Kt.'s 3rd.	26. Q. R. to K's 2nd.
27. P. to K. R's 3rd.	27. Q. R. to K's sq.
28. P. to Q's 3rd.	28. Q. R. to K's 2nd.†
29. P. to Q. R's 4th.	29. K. to his sq.
30. R. to Q. Kt.'s sq.	30. P. to K. B's 5th.
31. P. to Q. R's 5th.	31. K. to B's 2nd.
32. R. to Q. Kt.'s 5th.	32. Q. R. to Q. B's 2nd.
33. B. to Q. R's 4th.	33. K. R. to K's 2nd.
34. P. takes K. B. P.	34. P. takes P.
35. B. to Q's 2nd.	35. K. R. to K's 3rd.
36. B. takes P.	36. Q. R. to K's 2nd.
37. R. to Q. Kt.'s 2nd.	37. K. R. to Q. R's 3rd.
38. B. to Q's 2nd.	38. K. R. to Q's 3rd.
39. B. to K. Kt.'s 5th.	39. Q. R. to K's 3rd.
40. R. to Kt.'s 7th (ch.)	40. K. to Kt.'s sq.
41. B. to Q's 7th.	41. R. takes B.‡
42. R. takes R.	42. R. to Q. R's 3rd.
43. B. to Q's 2nd.	43. K. to B's sq.
44. R. to Q's 5th.	44. R. to Q. B's 3rd.
45. R. takes Q. B. P.	45. R. to Q's 3rd.

* Losing a clear Piece!! An oversight, in such a player, and in a combat of such importance, *at the beginning of a game*, ere the mind has become wearied with long and incessant application, is perfectly astounding and inexplicable! After this nearly all interest in the further progress of the moves is lost, but those readers who are at the pains to go through them, will be struck with the dauntless fight maintained by Black for hours afterwards against superior force, and all the irritating consequences of his fatal mistake.

† He has no better play, since he dare neither leave the protection of the K's Pawn, nor advance any one of the others.

‡ The loss of one of the Rooks for a Bishop was now inevitable.

46. B. to Q. Kt.'s 4th. 46. R. to Q's sq.
47. R. to B's 8th (dis. ch.)

White won the game. (*a*)

GAME THE SEVENTH.

PLAYED NOVEMBER THE 25TH, 1843.

[IRREGULAR OPENING.]

BLACK. (M. St. A.)	WHITE. (Mr. S.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to Q's 4th.
3. P. to K's 3rd.	3. P. to Q. B's 4th.
4. Q. Kt. to B's 3rd.	4. K. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. Q. Kt. to B's 3rd.
6. B. to Q's 3rd.	6. P. to Q. R's 3rd.
7. Castles.	7. B. to Q's 3rd.
8. P. to Q. R's 3rd.	8. P. to Q. Kt.'s 3rd.
9. R. to K's sq.	9. Castles.
10. P. to K. R's 3rd.	10. Q. to B's 2nd.
11. P. to Q. Kt.'s 3rd.	11. Q. Kt. to K's 2nd.
12. B. to Q's 2nd.*	12. B. to Q. Kt.'s 2nd.

* This Bishop is miserably placed. In subsequent games it will be found that M. St. Amant at length discovered the superiority of his adversary's tactics, in posting his Q. B. at Q. Kt.'s 2nd, and wisely adopted that plan of operation himself.

(*a*) THIS GAME LASTED FOUR HOURS AND HALF.

Longest time occupied by each player in deliberating on the moves.

WHITE. (Mr. S.)	BLACK. (M. St. A.)	
Every move under 5 minutes.	On Move	Minutes.
	11	10
	12	6
	14	5
	21	5
	33	7
	5	33

13. Q. B. P. takes P.*	13. K. P. takes P.†
14. K. to R's sq.	14. Q. R. to K's sq.
15. Q. R. to his 2nd.‡	15. Kt. to K's 5th.§
16. B. takes Kt.	16. P. takes B.
17. K. Kt. to his sq.	17. P. takes P.
18. P. takes P.	18. Kt. to K. B's 4th.
19. Q. Kt. to K's 2nd.	19. P. to K's 6th.‖
20. P. takes P.	20. R. takes P.
21. Q. to Q. B's sq.¶	21. Q. takes Q.**
22. R. takes Q.	22. R. takes Q. Kt. P.
23. R. to Q. B's 3rd.	23. R. takes R.
24. B. takes R.	24. Kt. to K. R's 5th.

* Most important, to prevent White's Q. B. getting the full range of the diagonal.

† At first view this appears to be unnecessarily obstructing the power of his Q. B., but it will be seen on examination to be much better play than taking the P. with either of the Knights.

‡ M. St. Amant remarks on this move (upon which, it will be seen, he expended forty-five minutes' consideration!), that the Rook was played here to occupy the Q. B's file without preventing his Q. B. from retreating to his own sq. But how much more easily and expeditiously all this could have been effected by first playing the B. to Q. Kt.'s 2nd, instead of to Q's 2nd.

§ Having his forces fully developed, White proceeds at once to the attack, compelling his adversary to take this Kt., and thus driving back the adverse Kt. to the rear, and at the same time planting his Pawn in the centre, where it restricts the movements of Black's men most seriously.

‖ White's attack is now quite irresistible, and strikingly exhibits the power of the Q. B. when posted at the Q. Kt.'s 2nd.

¶ The situation is highly instructive. If Black take the Rook, he must either lose his Q. or be mated in two moves for example:—

21. B. takes R.	21. B. takes K. Kt. P. (ch.)
22. K. takes B.	22. Kt. takes B. (ch.)

&c.

or

21. B. takes R.	21. Kt. takes B.
22. Anything.	22. Kt. takes Q.

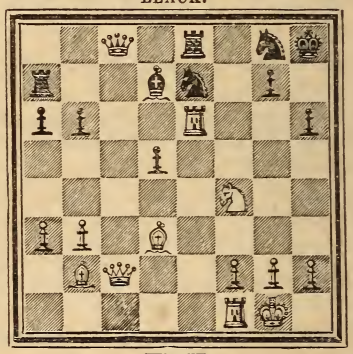
&c.

** This is the surest line of play, and therefore, in such a match, the best; but the position offers great temptation for a more speculative and brilliant move, and we append a diagram for the amusement of those readers who may like to examine the results of taking the K. Kt. P. with the B. instead of exchanging Queens.

25. Kt. to K. B's 3rd.*	25. Kt. takes Kt.
26. P. takes Kt.	26. B. takes P. (ch.)
27. K. to Kt.'s sq.	27. R. to K's sq.
28. K. to B's 2nd.	28. B. takes Kt.
29. R. takes B.	29. R. takes R. (ch.)
30. K. takes R.	30. B. takes Q. R. P.
31. K. to Q's 3rd.	31. P. to K. B's 3rd.
32. K. to his 4th.	32. P. to Q. Kt.'s 4th.
33. K. to Q's 5th.	33. P. to Q. Kt.'s 5th.

White won the game. (*a*)

BLACK.



WHITE.

* If Kt. to Q. B's sq., Which could have played R. to Q. B's. sq., &c.

(*a*) THIS GAME OCCUPIED SIX HOURS IN PLAYING.
Longest time expended by each player in deliberation on the moves.

BLACK. (M. St. A.)		WHITE. (Mr. S.)	
On Move	Minutes.	On Move	Minutes.
4	6	11	5
11	10	14	6
12	7	21	16
14	15		
15	7		
20	15		
21	7		
22	14		
23	12		
28	7		
10	100	3	27

GAME THE EIGHTH.

PLAYED NOVEMBER THE 26TH, 1843.

[SICILIAN GAME.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to B's 3rd.	2. P. to K's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. Q. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. K. B. to Q. B's 4th.
6. K. B. to Q's 3rd.	6. K. Kt. to K's 2nd.
7. Q. Kt. to B's 3rd.	7. P. to Q. R's 3rd.
8. Castles.	8. K. Kt. to his 3rd.
9. K. to R's sq.	9. P. to K. B's 3rd.
10. K. Kt. to K's sq.*	10. Castles.
11. P. to K. B's 4th.	11. Q. Kt. to K's 2nd.†
12. K. R. to B's 3rd.	12. P. to Q's 3rd.
13. K. R. to R's 3rd.	13. P. to K. B's 4th.
14. P. takes P.	14. Q. Kt. takes P.
15. Q. to K. R's 5th.	15. K. to B's 2nd.‡
16. K. Kt. to B's 3rd.	16. R. to K. R's sq.
17. P. to K. Kt.'s 4th.	17. Q. Kt. to K's 2nd.
18. P. to K. B's 5th.	18. K. P. takes P.
19. P. takes P.	19. K. to B's sq.
20. P. takes Kt.	20. B. takes R.
21. Q. takes B.	21. Q. to her B's sq.
22. Q. to K. R's 4th.	22. Q. to K's 3rd.
23. K. Kt. to his 5th.	23. Q. to K's 4th.
24. Q. B. to K. B's 4th.	24. Q. Kt. to B's 4th.
25. B. takes Q.	25. Kt. takes Q.
26. R. to B's sq. (ch.)	26. K. to his sq.
27. B. takes K. Kt. P.	27. K. to Q's 2nd.
28. B. takes K. R.	28. R. takes B.
29. R. to K. B's 7th (ch.)	29. K. to Q. B's 3rd.

* Preparatory to a furious onset with his K. B. Pawn.

† Black's game is not well opened, and his Pieces nearly all blocked in contrast disadvantageously with the freedom of his enemy's men.

‡ Deplorable indeed, when no better defence can be found than this.

30. B. to K's 4th (ch.)	30. P. to Q's 4th.
31. B. takes P. (ch.)	31. K. to Q's 3rd.
32. P. to K. Kt.'s 7th.	32. R. to K's sq. §
33. R. to K. B's sq.	33. B. to Q's 5th.
34. P. to K. Kt.'s 8th, "Queens."	34. R. takes Q.
35. B. takes R.	35. P. to K. R's 3rd.
36. K. Kt. to K's 4th (ch.)	

White won the game. (*a*)

GAME THE NINTH.

PLAYED NOVEMBER THE 28TH, 1843.

[IRREGULAR OPENING.]

BLACK. (M. St. A.)	WHITE. (Mr. S.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to to Q's 4th.
3. Q. Kt. to B's 3rd.	3. K. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q. B's 4th.
5. P. to K's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to Q. R's 3rd.	6. P. to Q. Kt's 3rd.
7. K. B. to Q's 3rd.	7. K. B. to Q's 3rd.

§ Threatening mate.

(*a*) THIS GAME LASTED SEVEN HOURS.

Longest time occupied by each player in deliberation on the moves.

WHITE. (Mr. S.)		BLACK. (M. St. A.)	
On Move	Minutes.	On Move	Minutes.
14	9	8	6
		9	9
		11	12
		12	6
		15	45
		16	14
		17	10
		18	6
One move only above 5 minutes.		8	68

8.	Q. B. P. takes P.	8. K. P. takes P.
9.	B. to Q. Kt.'s 5th.	9. Q. B. to Q. Kt.'s 2nd.
10.	Q. P. takes P.	10. B. takes P.
11.	P. to Q. Kt.'s 4th.	11. B. to Q's 3rd.
12.	Q. B. to Q. Kt.'s 2nd.*	12. Castles.
13.	Q. Kt. to K's 2nd.	13. Q. to K's 2nd.†
14.	Castles.	14. Q. R. to Q's sq.
15.	Q. R. to Q. B's sq.	15. Q. Kt. to K's 4th.
16.	Q. Kt. to Q's 4th.	16. Kt. takes Kt. (ch.)
17.	Q. takes Kt.	17. Q. to K's 4th.‡
18.	P. to K. Kt.'s 3rd.	18. Kt. to K's 5th.§
19.	Q. to K's 2nd.	19. Q. to K. Kt.'s 4th.
20.	P. to K. B's 4th.	20. Q. to K. Kt.'s 3rd.
21.	R. to Q. B's 2nd.	21. Q. B. to his sq.
22.	P. to K. B's 5th.	22. Q. to R's 3rd.‖
23.	B. to Q's 3rd.	23. K. R. to K's sq.¶
24.	Q. B. to his sq.	24. B. to Q's 2nd.**
25.	Q. to K. B's 3rd.	25. B. to Q. R's 5th.
26.	Q. R. to K. Kt.'s 2nd.	26. R. to Q. B's sq.
27.	K. R. to K's sq.	27. Kt. to his 4th.
28.	Q. takes Q. P.††	28. Kt. to R's 6th (ch.)
29.	K. to B's sq.‡‡	29. B. to K's 4th.§§

* It must be evident to the young player even, that Black would have lost a Piece by taking the Q's. Pawn.

† A most important step, preparatory to moving the Q. R. to Q's sq.

‡ By suddenly throwing his opponent upon the defensive, this move gives White time to bring his forces into active co-operation.,

§ The attack is carried on with great spirit from this point.

‖ Threatening to take the K. Kt. P. with his Bishop.

¶ Black's last move prevented the advantageous capture of the Kt. P. with the Bishop. White now therefore plays the R. to K's sq., that he may take the Kt. P. with his Kt., and afterwards the K. P. with his Rook.

** To dislodge the adverse Q's Rook, and thus gain command of the open file with his own.

†† White sacrificed this Pawn advisedly, and its capture only added to the difficulties of Black's position.

‡‡ If the King had gone to R's sq., White might have taken the Q. B. with his R., and then K. P. with the Q., having a capital game.

§§ This move previously calculated to follow the Q's capture of the Q. P., and to be succeeded by Q. R. to Q's sq., must, if properly followed up, have won the game.

30. R. from Kt.'s 2nd to K's 2nd.	30. B. takes Kt.
31. Q. takes B.*	31. K. R. to Q's sq.
32. P. to Q. Kt.'s 5th.†	32. Q. to K. R's 4th.‡

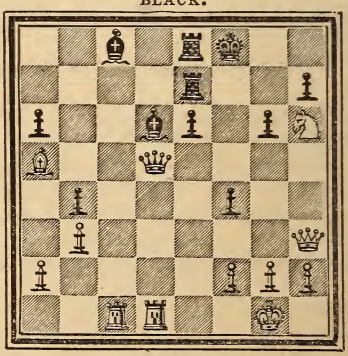
* Had Black taken the B. with his Pawn, White could have taken R. with R.; and if Black then took the Q., the adverse R. would mate him on K. B's 2nd. White's safest move, however, in the event of the B. being taken with the P., was to take the Q. B. with his R.

† A desperate but masterly resource.

‡ The present is perhaps the most remarkable of all the games in this celebrated contest; remarkable not only for the unflinching pertinacity of the attack on White's side and the ability of the defence, but from the fact of the English player permitting the game to be snatched from him at the moment it was his own. The "Chess Player's Chronicle," in allusion to White's thirty-second move, observes,—"With the victory actually in his grasp;—for by playing the attacked B. to Q. Kt.'s 6th, or Q's 8th, or by taking the Q., and then playing K. Kt.'s P. two squares, he must have preserved the advantage so long laboured for—The play at this and the succeeding move savours of infatuation, and can be attributed only to overweening confidence in the strength of his position, superadded to great mental exhaustion from the protraction of the sitting." —C. P. C., vol. V., p. 35.

The following diagram represents the relative situation of the forces, before White makes his thirty-second move.

BLACK.



WHITE.

Of the three moves now suggested by the "Chronicle" for White, B. to Q. Kt.'s 6th is simply defensive, and playing the P. to K. Kt.'s 4th, although ingenious, *might* enable Black, in his emergency, to draw the game (*e. g.*):—

	32. R. takes Q.
33. P. takes R.	33. P. to K. Kt.'s 4th.

33. P. to K. Kt.'s 4th.	33. R. takes Q.
34. P. takes R.	34. P. to K. B's 3rd.
35. P. takes Q.	

Black won the game. (*a*)

34. P. takes P. (*en passant.*)	34. R. takes B. or (A.)
35. P. takes K. B. P. (ch.)	35. K. takes P.
36. R. to K's 7th (ch.)	

And it is not easy to see how White can do better than permit his adversary to draw the game by perpetual check.

(A.)

	34. Q. takes B. (best)
35. P. takes K. R. P. (ch.)	35. K. to Kt.'s 2nd.
36. R. takes Q.	36. R. takes R. (ch.)
37. K. to Kt.'s 2nd.	37. Kt. to Kt.'s 4th.
38. R. to K's 7th.	38. R. to Q. B's 6th.
39. B. to K. Kt.'s 6th.	39. B. to Q. Kt.'s 6th.
40. R. takes Q. R. P.	

And although White ought to win, yet still the game is difficult.

The proper play, we believe, for White, instead of either of the methods given above, was to move, 32. B. to Q's 8th, and in that case Black could not possibly have saved the game, and in all probability would have resigned the match.

(*a*) THE DURATION OF GAME THE NINTH WAS EXACTLY EIGHT HOURS.

Longest time consumed by each player on the moves.

BLACK. (M. St. A.)		WHITE. (Mr. S.)	
On Move	Minutes.	On Move	Minutes.
10	6	13	5
11	5	16	5
12	10	17	5
16	11	21	9
21	11	22	6
22	25	30	5
23	26	32	7
25	15	34	5
27	7	—	—
28	11	8	47
30	20		
31	30		
32	22		
—	—		
13	199		

GAME THE TENTH.

PLAYED NOVEMBER 30TH, 1843.

[SICILIAN GAME.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. K. Kt. to B's 3rd.	2. P. to K's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. K. Kt. takes P.	4. Q. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. P. to Q's 4th.
6. P. takes P.	6. P. takes P.
7. Q. B. to K's 3rd.*	7. K. Kt. to B's 3rd.
8. K. B. to K's 2nd.	8. K. B. to K's 2nd.
9. Q. Kt. to Q's 2nd.	9. Q. B. to K's 3rd.
10. Q. Kt. to Q. Kt.'s 3rd.	10. Castles.
11. Castles.	11. Q. to her B's 2nd.†
12. K. Kt. to Q's 4th.	12. Q. R. to Q's sq.
13. P. to K. B's 4th.	13. Q. B. to B's sq.‡
14. P. to Q. B's 3rd.	14. P. to Q. R's 3rd.
15. P. to K. R's 3rd.	15. K. R. to K's sq.
16. K. B. to Q's 3rd.	16. K. B. to Q's 3rd.
17. Q. to K. B's 3rd.	17. K. Kt. to K's 5th.§
18. P. to K. Kt's 4th.	18. R. to K.'s 2nd.
19. K. B. takes Kt.‖	19. P. takes B.
20. Q. to K. B's 2nd.	20. P. to K. B's 3rd.
21. K. Kt. to K's 2nd.¶	21. Q. R. to K's sq.

* This prevents the adversary playing his K. B. to Q. B's 4th.

† For the purpose chiefly of bringing his Q. R. into action.

‡ His best move, we believe.

§ Intending to establish him at this post, by playing P. to K. B's 4th.

‖ By taking the Kt. White gives his opponent the advantage of a passed Pawn, but at the same time he effectually shuts out the danger to be apprehended from Black's double Rooks on the King's file.

¶ With the object of attacking the enemy's Q. and R. with his Bishop, and also to prevent the adverse K. B. being played to White's K. Kt.'s 3rd when the Pawn is pushed to K. B's 5th.

22. Q. R. to Q's sq.	22. P. to K. B's 4th.
23. P. to K. Kt.'s 5th.	23 K. R. to B's 2nd.*
24. K. to Kt.'s 2nd.	24. B. to K's 3rd.
25. Q. Kt. to Q's 4th.	25. Kt. takes Kt.†
26. Kt. takes Kt.	26. B. to Q. B's 5th.
27. K. R. to his own sq.	27. Q. B. to Q's 6th.
28. P. to K. R's 4th.	28. K. R. to B's sq.‡
29. P. to K. R's 5th.	29. Q. to K's 2nd.
30. Kt. to Q. Kt.'s 3rd.§	30. Q. R. to Q. B's sq.
31. Q. R. to Q's 2nd.	31. K. R. to K's sq.
32. K. R. to Q's sq.	32. K. R. to Q's sq.
33. Kt. to Q. B's sq.	33. K. B. to Q. B's 2nd.
34. P. to K. R's 6th.	34. P. to K. Kt.'s 3rd.
35. B. to Q's 4th.‖	35. Q. B. to Q. Kt.'s 4th.¶
36. B. to K's 3rd.**	36. R. takes R.
37. Q. takes R.	37. R. to Q's sq.
38. Q. to her B's 2nd.	38. R. takes R.
39. Q. takes R.	39. Q. to her 2nd.
40. Q. to Kt.'s 3rd (ch.)	40. Q. to K. B's 2nd.
41. Q. to her sq.	41. Q. to her 2nd.
42. Q. to her B's 2nd.	42. Q. to her 4th.††
43. K. to B's 2nd.	43. K. to B's 2nd.‡‡

* Fearing White might be tempted to take the K. B. with his R. and then play B. to Q. B's 5th, &c.

† Black would have found some difficulty in getting his Q. B. back again, if he had ventured to take the Q. R. P.

‡ Apprehensive of the further advance of the K. R. and K. Kt.'s Pawns.

§ That Black might not play his K. B. to Q. B's 4th, and with the intention also of attempting the dislodgement of the other Bishop presently.

‖ It would probably have been safer play to take the Q. B. with the Kt. before making this move.

¶ In Black's situation, many would have been tempted to try the more dangerous but enterprising course of taking the B. with the R., which on examination will be found to lead to many highly interesting variations.

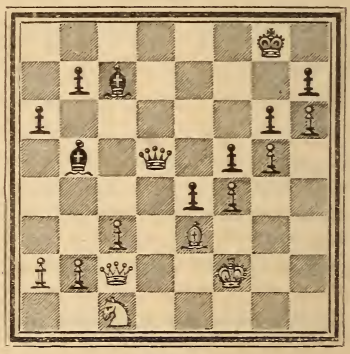
** B. to K. B's 6th would have been obviously imprudent.

†† Had he played the Q. B. to Q's 6th, White would have gained at least a Pawn by checking with his Q. at her Kt.'s 3rd.

‡‡ The position is peculiar, and deserves attention:—

44.	P. to Q. Kt.'s 3rd.	44.	Q. to her B's 3rd.*
45.	P. to Q. B's 4th.	45.	K. B. to Q. Kt.'s 3rd.
46.	Q. to her B's 3rd.†	46.	B. takes B. (ch.)
47.	Q. takes B.	47.	B. takes P.
48.	P. takes B.	48.	Q. takes P.
49.	Q. to her Kt.'s 3rd.	49.	Q. takes Q.
50.	P. takes Q.	50.	K. to his 3rd.
51.	K. to his 3rd.	51.	K. to Q's 4th.
52.	Kt. to K's 2nd.	52.	P. to Q. Kt.'s 4th.
53.	Kt. to Q's 4th.	53.	K. to Q. B's 4th.
54.	Kt. takes K. B. P.‡	54.	P. to Q. R's 4th.§
55.	Kt. to Q's 4th.	55.	P. to Q. R's 5th.
56.	P. takes P.	56.	P. takes P.
57.	P. to K. B's 5th.	57.	P. takes P.
58.	P. to K. Kt.'s 6th.	58.	P. to K. B's 5th (ch.)
59.	K. takes K. P.	59.	P. to K. B's 6th.

BLACK.



WHITE.

Foreseeing White's threatened move of P. to Q. Kt.'s 3rd, if Black had now played his B. to Q's 6th, he would have disunited his centre Pawns, and inevitably lost the passed one; and if he had played any other move, White must have gained time for the advance of the Q. Kt. and Q. B. P. and the subsequent winning move of Q. to her Kt.'s 2nd, &c.

* He may venture anything, since his game is lost, play what he will.

† Taking the K. B. would have allowed the other B. to escape.

‡ This saves both time and trouble.

§ If he had taken the Kt. White would evidently have "Queened" a Pawn immediately.

60. Kt. takes B. P. 60. P. to Q. R's 6th.
61. P. takes K. R. P.

And Black surrendered. (*a*)

GAME THE ELEVENTH.

PLAYED DECEMBER 2ND, 1843.

[IRREGULAR OPENING.]

WHITE. (M. St. A.)	BLACK. (Mr. S.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to Q's 4th.

(*a*) DURATION OF THE TENTH GAME SEVEN HOURS AND A HALF.

Longest time of the players in deliberation.

WHITE. (Mr. S.)		BLACK (M. St. A.)	
On Move	Minutes.	On Move	Minutes.
7	5	5	5
14	5	8	5
15	7	12	8
18	7	13	10
19	6	14	5
21	5	15	5
31	5	16	5
35	10	17	5
36	8	18	20
37	5	19	7
		20	7
		22	17
		23	10
		25	5
		27	5
		28	7
		29	5
		30	10
		32	12
		33	11
		34	7
		37	6
		38	15
10	63	23	192

3.	P. to K's 3rd.*	3. P. to Q. B's 4th.
4.	Q. Kt. to B's 3rd.	4. K. Kt. to B's 3rd.
5.	K. Kt. to B's 3rd.	5. Q. Kt. to B's 3rd.
6.	P. to Q. R's 3rd.	6. P. to Q. Kt.'s 3rd.†
7.	Q. B. P. takes P.	7. K. P. takes P.
8.	K. B. to Q. Kt.'s 5th.	8. Q. B. to Q. Kt.'s 2nd.‡
9.	K. Kt. to K's 5th.	9. Q. R. to Q. B's sq.
10.	Q. to her R's 4th.	10. Q. to B's 2nd.
11.	Q. takes Q. R. P.	11. K. B. to K's 2nd.§
12.	B. takes Kt. (ch.)	12. B. takes B.
13.	Q. takes Q.	13. R. takes Q.
14.	Kt. takes B.	14. R. takes Kt.
15.	Castles.	15. K. to Q's 2nd.‖
16.	K. R. to Q's sq.	16. P. to Q. B's 5th.
17.	P. to K. B's 3rd.¶	17. K. R. to Q's sq.
18.	B. to Q's 2nd.**	18. P. to K. R's 3rd.
19.	Kt. to Q. R's 2nd.	19. P. to K. Kt.'s 4th.††
20.	B. to Kt.'s 4th.	20. Q. R. to K's 3rd.‡‡
21.	B. takes B.	21. R. takes B.
22.	K. to B's 2nd.	22. P. to K. Kt.'s 5th.
23.	Kt. to Q. B's 3rd.	23. P. to K. R's 4th.
24.	K. R. to K's sq.	24. K. R. to K's sq.
25.	R. to K's 2nd.	25. P. to K. R's 5th.

* It is not advisable for the opening player, in games of this description, to carry his Q. B. over to the K's side, on account of the attack the adversary obtains by playing his Q. to her Kt.'s 3rd.

† The importance and utility of this move, when made at the proper moment, have been indisputably proved, we think, by the earlier games; it is evidently premature, however, and made without reflection here.

‡ We agree with M. St. Amant in believing that Black would have avoided the loss of a Pawn by playing the B. to Q's 2nd, instead of the Kt.'s 2nd.

§ He does not appear to have any better move.

‖ This is far better than Castling, because it brings the King more immediately within the sphere of his Pieces' operation.

¶ Well played, and a difficult move for White to answer.

** Better, we should have thought, to advance the K. P. at once.

†† By the vigour and boldness of the attack on this side Black nullifies the inequality of force.

‡‡ With the intent to double his Rooks, when circumstances require him to do so.

26. Q. R. to K's sq.	26. K. R. to K. Kt.'s sq.
27. P. to K's 4th.	27. P. to K. Kt.'s 6th (ch.)*
28. K. to Kt.'s sq.	28. Q. P. takes P.
29. Kt. takes P.	29. Kt. takes Kt.
30. P. takes Kt.†	30. K. R. to Kt.'s 5th.
31. R. P. takes P.	31. P. takes P.
32. K. R. to K's 3rd.‡	32. P. to Q. Kt.'s 4th.
33. Q. R. to K's 2nd.§	33. Q. R. to K's sq.
34. K. to B's sq.	34. K. to Q's 3rd.
35. K. to his sq.	35. K. R. to B's 5th.
36. K. to Q's 2nd.‖	36. P. to K. B's 4th.
37. R. takes Kt. P.	37. K. R. takes K. P.
38. R. takes R.	38. R. takes R.
39. K. to Q. B's 3rd.	39. K. to Q's 4th.
40. R. to K. B's 3rd.	40. P. to K. B's 5th.
41. P. to K. Kt.'s 3rd.¶	41. R. checks.
42. R. takes R.	42. P. takes R.
43. K. to B's 2nd.**	43. K. to his 5th.††

* Compelling the King to retreat again.

† Taking the Kt. with the R. would possibly have been better.

‡ This was an important precaution lest Black should double his Rooks on the K. R's file. It also enables White, at the fitting moment, to place his R. on the K. B's 3rd.

§ To afford his K. an opportunity of passing over to the Q's side.

‖ By taking the Kt. P. he must have sacrificed his Pawns in the centre.

¶ From this point Black has a "forced won" game.

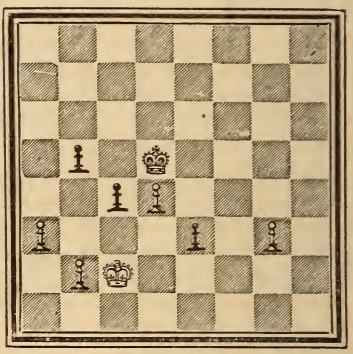
** He has nothing better to play.

†† We have here a second instance where a momentary relaxation loses Mr. S. the honours of a well-won victory when just within his reach. To any one who has never undergone the punishment of playing an arduous game of many hours' duration in a densely crowded room, such a lapse as Black's in the present, or in Game IX, may well appear inexplicable, but those players who have, will know the difficulty of keeping up the preternatural tension of the mind required so long, without a disposition to relieve it by one hasty move. The want of reflection in the present cases must be admitted to have been mortifying enough. Of the twelve first games these two, (and these actually given him,) were the only two games scored by the French player, consequently, but for them, he would actually have lost the match without winning a single game!

We give a diagram of the position.

44. K. to Q's sq.	44. K. to Q's 6th.
45. P. to Q's 5th.	45. P. to K's 7th (ch.)
46. K. to his sq.	46. K. to B's 7th.
47. P. to Q's 6th.	47. K. takes P.
48. P. to Q's 7th.	48. P. to Q. B's 6th.

BLACK.



WHITE.

On examining the situation it will, at once, be seen, that by simply taking the Q. P., Black wins without the least difficulty.

	43. K. takes Q. P.
44. K. to Q's sq. or (A)	44. K. to Q's 6th.
45. P. to K. Kt.'s 4th.	45. P. to K's 7th (ch.)
46. K. to his sq.	46. K. to B's 7th.
47. P. to K. Kt.'s 5th.	47. K. takes Q. Kt. P.
48. P. to K. Kt.'s 6th.	48. P. to Q. B's 6th.
49. P. to K. Kt.'s 7th.	49. P. to Q. B's 7th.
50. P. to Kt.'s 8th "Queens."	50. P. to B's 8th "Queens," (ch.)
51. K. takes K. P.	51. Q. to Q. B's 5th (ch.)

Compels an exchange of Queens and wins.

(A.)

	43. K. takes Q. P.
44. P. to K. Kt.'s 4th.	44. K. to his 5th.
45. K. to Q's sq.	45. K. to K. B's 6th.

(If White, at move 45, advance his K. Kt. P. the Black King moves to K. B's 4th, takes the P., and then returns to protect his K. P.

46. K. to his sq.	46. K. takes K. Kt. P.

And wins

49. P. to Q's 8th "Queens." 49. P. to Q. B's 7th.
50. Q. to her 2nd.

And after a few moves Black resigned. (*a*)

GAME THE TWELFTH.

PLAYED THE 5TH OF DECEMBER, 1843.

[IRREGULAR OPENING.]

BLACK. (Mr. S.)	WHITE. (M. St. A.)
1. P. to Q. B's 4th.*	1. P. to Q. B's 4th.
2. Q. Kt. to B's 3rd.	2. P. to K. B's 4th.†
3. P. to K's 4th.‡	3. P. to Q's 3rd.
4. B. to Q's 3rd.	4. P. to K's 3rd.
5. K. Kt. to R's 3rd.§	5. K. Kt. to B's 3rd.

* This way of opening the game, although not usual, is perfectly safe.

† Hardly so good as P. to K's 3rd would have been.

‡ A forcible reply to White's last move, since, if he now take the K. P., the Black Kt. comes into excellent play on his K's side, and, if he does not take the P., his own centre Pawns are sure to be broken up and displaced.

§ As we remarked in a former game at the same opening, Q. to K's 2nd seems to us a good move at this point.

(*a*) DURATION OF GAME THE ELEVENTH, EIGHT HOURS.

Longest time consumed by the players in deliberation on their moves.

WHITE. (M. St. A.)		BLACK. (Mr. S.)	
On move	Minutes.	On move	Minutes.
7	5	9	5
8	5	10	5
9	5	11	8
11	8	15	5
18	6	24	5
27	8	30	6
33	7	33	15
34	15	34	12
35	7	35	10
37	10		
41	5		
11	81	9	71

6.	P. takes P.	6. P. takes P.
7.	Castles.	7. B. to K's 2nd.
8.	P. to Q. Kt.'s 3rd.*	8. Q. Kt. to B's 3rd.
9.	Q. B. to Kt.'s 2nd.	9. Castles.
10.	K. Kt. to B's 4th.	10. K. Kt. to his 5th.†
11.	K. Kt. to Q's 5th.	11. K. B. to B's 3rd.
12.	Kt. takes B. (ch.)	12. Kt. takes Kt.
13.	Kt. to K's 2nd.	13. K. Kt. to his 5th.
14.	P. to K. B's 4th.	14. P. to Q. Kt.'s 3rd.
15.	P. to K. R's 3rd.	15. K. Kt. to R's 3rd.
16.	K. R. to B's 3rd.	16. Q. to K. R's 5th.
17.	R. to Kt.'s 3rd.	17. P. to K. Kt.'s 3rd.
18.	Q. to K's sq.‡	18. Q. to K's 2nd.
19.	Q. to K. B's 2nd.	19. Q. Kt. to his 5th.
20.	R. to K's sq.§	20. B. to Q. Kt.'s 2nd.
21.	K. B. to Q. Kt.'s sq.	21. Q. R. to K's sq.
22.	R. to K's 3rd.	22. Q. to her sq.
23.	Kt. to K. Kt.'s 3rd.	23. K. to B's 2nd.
24.	Q. to K's 2nd.	24. R. takes R.
25.	P. takes R.‖	25. Q. to K. R's 5th.
26.	Kt. to B's sq.	26. K. Kt. to his sq.
27.	R. to Q's sq.	27. R. to Q's sq.
28.	Kt. to Q's 2nd.	28. Q. to Kt.'s 6th.
29.	Kt. to K. B's sq.	29. Q. to R's 5th.

* Enabling him to liberate his Q. B. and R. immediately.

† With the object of establishing one of his Knights at K's 4th.

‡ Threatening to take the K. Kt. P. with R. and thus win the Q. This move, however, is not so strong, we believe, as Q. to K. B's sq., because, in that case, without great foresight, White would find his Q. entrapped beyond escape by the moves R. to Kt.'s 5th, and then P. to K. Kt.'s 3rd; and even if he provided for this, by returning his Q. to a place of safety, Black must gain an almost irresistible attack by moving his Q. to K. B's 3rd, and afterwards to K. R's 5th.

§ He might also have played his Kt. to Q's 4th, and followed that, if, as was probable, his Kt. were not taken, by Q. R. to K's sq.

‖ In reference to this move the "Chess Player's Chronicle" remarks, "As M. St. Amant, during the latter games of the match, played mainly to draw, and Mr. Staunton solely to win, the former estimating a remise as a victory, and his opponent looking on it as a defeat, it frequently happened that, while M. St. A. sought eagerly for every opportunity of exchanging Pieces, Mr. S. sacrificed position and occasionally the game itself to prevent him."—C. P. C., vol. v., p. 44.

30. Kt. to R's 2nd.*	30. P. to K. R's 3rd.†
31. Kt. to B's 3rd.	31. Q. to Kt.'s 6th.
32. Kt. to K's sq.	32. R. to K's sq.
33. Q. to K. B's 2nd.	33. Q. takes K. P.
34. P. to Q. R's 3rd.‡	34. Q. Kt. to B's 3rd.
35. Kt. to B's 3rd.	35. Q. takes Q. (ch.)§
36. K. takes Q.	36. R. to K's 3rd.
37. P. to K. Kt.'s 4th.	37. Q. Kt. to K's 2nd.
38. Kt. to K. R's 4th.	38. B. to K's 5th.
39. B. takes B.	39. R. takes B.
40. R. takes Q. P.	40. P. takes P.
41. P. takes P.	41. R. takes K. B. P. (ch.)
42. K. to Kt.'s 3rd.	42. P. to K. Kt.'s 4th.
43. Kt. to B's 3rd.	43. R. to K's 5th.
44. R. takes K. R. P.	44. R. to K's 6th.‖
45. R. to K. R's 7th (ch.)	45. K. to his sq.
46. Q. B. to his sq.	46. R. takes Q. Kt. P.
47. B. takes P.	47. R. takes Q. R. P.
48. K. to his B's 4th.	48. P. to Q. R's 4th.
49. Kt. to K's 5th.¶	49. R. to Q. R's 8th.**
50. B. takes Kt.	50. R. checks.
51. K. to his 4th.	51. Kt. takes B.
52. R. to K. R's 8th (ch.)	52. R. to B's sq.

* Black seems to lose time in these fruitless efforts to expel the adverse Queen.

† White plays this portion of the game with extreme care and ability.

‡ From this point to the end the game abounds with rare and critical situations.

§ Taking the K. B. P. would have been obviously fatal, on account of Black's replying with B. to Q. B's sq.

‖ White would have lost another Pawn as well as his Rook if he had taken Black's R. at this point.

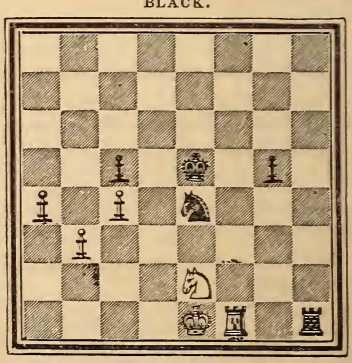
¶ With the intention of winning a Piece by taking the Kt. with his B., and then checking with the R. at K. R's 8th. The student will do well, before seeing the actual move made by White in this dilemma, to examine the position, and endeavour to discover a way to avoid the loss of his endangered Kt.

** An excellent move, by which he can opportunely bring his R. in to the rescue and save the Kt.

53. R. to R's 6th.*	53. Kt. to K. Kt.'s sq.†
54. R. takes Q. Kt. P.	54. Kt. to B's 3rd (ch.)
55. K. to his 3rd.	55. Kt. to Q's 2nd.
56. R. to K's 6th (ch.)	56. K. to Q's sq:
57. R. to Q's 6th.	57. K. to K's 2nd.
58. R. takes Kt. (ch.)	58. K. to his 3rd.
59. R. to Q's 5th.	59. R. to K. B's 8th.
60. Kt. to Q's 3rd.	60. R. to K. Kt.'s 8th.
61. Kt. takes P. (ch.)	61. K. to his B's 3rd.
62. P. to K. Kt.'s 5th (ch.)	62. K. to Kt.'s 3rd.
63. Kt. to K's 4th.	63. P. to R's 5th.
64. R. to Q's 6th (ch.)	64. K. to B's 4th.
65. R. to K. B's 6th (ch.)	65. K. to his 4th.
66. R. to K. B's 8th.	66. R. to K's 8th (ch.)
67. K. to Q's 3rd.	67. R. to Q's 8th (ch.)
68. K. to Q. B's 2nd.	68. R. to K. Kt.'s 8th.
69. Kt. to Q's 2nd.	69. K. to Q's 3rd.
70. R. to K. B's 5th.	70. K. to Q. B's 3rd.
71. Kt. to K's 4th.	71. R. to K. Kt.'s 5th.

* Black might now have won the Q. Kt. P. by first taking the R. (ch.), and then playing the Kt. to Q's 7th ch., &c., but, on close examination, it will be found that, in doing so, he could only have made a drawn game. Subjoined is the situation.

BLACK.



WHITE.

We leave the investigation of the position to the study of the young players.

† Better, we think, than Kt. to Q. B's sq.

72. K. to Q's 3rd.	72. K. to Kt.'s 3rd.
73. R. to Q. Kt.'s 5th (ch.)	73. K. to R's 3rd.
74. Kt. checks.	74. K. to R's 2nd.
75. Kt. takes P.	75. K. to R's 3rd.
76. Kt. checks.	76. K. to R's 2nd.
77. Kt. to K's 4th.	77. R. to K. Kt.'s 8th.
78. K. to Q's 4th.	78. R. to Q. B's 8th.
79. P. to K. Kt.'s 6th.	79. R. checks.
80. K. to his 5th.	80. R. to K. Kt.'s 8th.
81. K. to K. B's 6th.	81. R. to B's 8th (ch.)
82. R. to K. B's 5th.	82. R. to Q's 8th.
83. P. to K. Kt.'s 7th.	83. R. to Q's sq.
84. K. to his 7th.	84. R. to Q. B's sq.
85. R. to K. B's 7th.	85. K. to Kt.'s 3rd.
86. P. to B's 5th (ch.)	86. K. to Q. B's 2nd.
87. K. to B's 6th (dis. ch.)	87. K. to B's 3rd.
88. R. to K. B's 8th.	88. R. to Q. B's 2nd.
89. P. becomes a Queen.	

And White resigned. (*a*)

(*a*) DURATION OF THIS GAME NINE HOURS.

Longest time occupied by each player in deliberation on the moves.

BLACK. (Mr. S.)		WHITE. (M. St. A.)	
On Move	Minutes.	On Move	Minutes.
17	6	3	5
18	10	10	5
21	7	13	5
24	11	15	5
29	8	16	6
32	5	17	5
33	10	20	10
34	10	21	7
35	8	23	7
50	7	24	6
52	10	28	7
54	5	30	10
		31	8
		35	8
		38	11
		49	10
		51	16
		53	30
12	97	18	161

GAME THE THIRTEENTH.

PLAYED DECEMBER 6TH, 1843.

[IRREGULAR OPENING.]

BLACK. (M. St. A.)	WHITE. (Mr. S.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to Q's 4th.
3. P. to K's 3rd.	3. K. Kt. to B's 3rd.
4. Q. Kt. to B's 3rd.	4. P. to Q. B's 4th.
5. K. Kt. to B's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to Q. R's 3rd.	6. K. B. to K's 2nd.
7. K. B. to Q's 3rd.	7. Castles.
8. Castles.	8. P. to Q. Kt.'s 3rd.
9. P. to Q. Kt.'s 3rd.	9. Q. B. to Q. Kt's 2nd.
10. Q. B. P. takes P.*	10. K. P. takes P.
11. Q. B. to Q. Kt.'s 2nd.†	11. Q. B. P. takes P.
12. K. P. takes P.	12. K. B. to Q's 3rd.
13. K. R. to K's sq.	13. P. to K. R's 3rd.
14. Q. R. to Q. B's sq.	14. Q. R. to Q. B's sq.
15. Q. R. to Q. B's 2nd.	15. Q. R. to Q. B's 2nd.
16. Q. R. to K's 2nd.	16. Q. to B's sq.
17. P. to K. R's 3rd.	17. Q. Kt. to Q's sq.
18. Q. to her 2nd.	18. P. to Q. R's 3rd.
19. P. to Q. Kt.'s 4th.	19. Kt. to K's 3rd.
20. K. B. to his 5th.	20. Kt. to K's 5th.‡
21. Kt. takes Kt.	21. P. takes Kt.

* This exchange of Pawns is almost indispensable in reply to the adversary's move of Q. B. to Q. Kt.'s 2nd, to prevent that Bishop having the unobstructed range of his diagonal.

† The adoption of this mode of operation, in preference to M. St. Amant's customary way of deploying his Queen's Bishop, is a tacit attestation of its superiority.

‡ Some distinguished members of the Parisian *Cercle* were of opinion that White should now have played his K. B. to K. B's 4th. This move would undoubtedly have strengthened his game, but we believe the proper time for playing it had not yet arrived, and that his error consisted in not so moving it at the 22nd move.

22. P. to Q's 5th.*	22. P. takes Kt.†
23. R. takes Kt.‡	23. Q. to her sq.
24. B. to K. B's 6th.§	24. P. takes B.
25. R. takes B.	25. K. to Kt.'s 2nd.‖
26. R. takes Q.	26. R. takes R.
27. B. to K's 4th.	

And after a few more moves White resigned. (*a*)

GAME THE FOURTEENTH.

PLAYED DECEMBER 7TH, 1843.

BLACK. (Mr. S.)	WHITE. (M. St. A.)
1. P. to Q. B's 4th.	1. P. to Q. B's 4th.¶
2. Q. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.

* Had he taken the K. P. with his B., he would plainly have lost a Piece; for example,—

22. B. takes K. P.	22. B. takes B.
23. R. takes B.	23. R. to Q. B's 7th.

† This we conceive to be the point where White should have played his K. B. to K. B's 4th. By that move it appears to us he would have had an excellent game.

‡ From this juncture to the end M. St. Amant's play is of the highest order.

§ Beautiful and quite decisive. After this brilliant *coup*, White is bereft of all resource.

‖ Taking the Rook would have been more disastrous still, since Black would then have captured the K. R. P. with a certainty of giving mate at once.

¶ The best reply, we believe, to Black's opening move.

(*a*) THE DURATION OF THIS GAME WAS NOT NOTED.

Longest time consumed by the players in deliberation on the moves.

BLACK. (M. St. A.)		WHITE. (Mr. S.)	
On Move	Minutes.	On Move	Minutes.
24	10	24	10
		25	25
1	10	2	35

3.	P. to K's 3rd.*	3. P. to Q's 3rd.
4.	P. to Q's 4th.	4. P. takes P.†
5.	P. takes P.	5. P. to K's 3rd.
6.	K. Kt. to B's 3rd.	6. P. to Q's 4th.
7.	P. to Q. R's 3rd.	7. K. Kt. to B's 3rd.
8.	P. to Q. B's 5th.	8. B. to K's 2nd.
9.	P. to Q. Kt.'s 4th.‡	9. Kt. to K's 5th.
10.	Q. Kt. to K's 2nd.	10. P. to Q. R's 3rd.
11.	Q. Kt. to K. Kt.'s 3rd.	11. P. to K. B's 4th.
12.	B. to Q's 3rd.	12. K. B. to his 3rd.
13.	Q. Kt. to K. R's 5th.§	13. Castles.‖
14.	Kt. takes B. (ch.)	14. Q. takes Kt.
15.	B. to Q. Kt.'s 2nd.	15. B. to Q's 2nd.

* In these close games it is generally better to play this Pawn but one step forward.

† Somewhat imprudent, we think, because it yields free range to the adverse Q. Bishop.

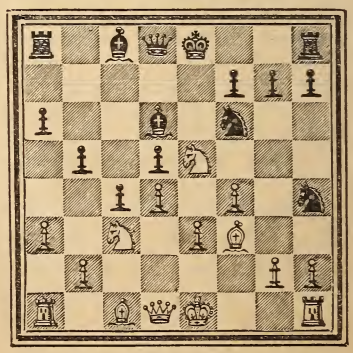
‡ Black would have avoided much subsequent embarrasment if, before advancing this Pawn, he had adopted the precaution of playing his K. B. to Q's 3rd, to prevent the White Kt. being planted on the K's 5th sq.

§ An important but apparently unlooked for mode of counteracting White's menaced attack on the Q. P.

‖ The position is peculiarly intricate, and, as will be seen from the time table, it was only after long deliberation that M. St. Amant was induced to forego his meditated capture of the Q. Pawn.

The following variations serve to show, we believe, that he would have acted unwisely in venturing to take it. We give a diagram, to assist the reader in examining the situation.

BLACK.



WHITE.

16. Castles.	16. P. to K. R's 3rd.
17. R. to Q. R's 2nd.	17. K. to R's 2nd.
18. Kt. to K's sq.	18. Q. to K. Kt.'s 4th.
19. B. to Q. R's sq.	19. B. to K's sq.
20. R. to K's 2nd.*	20. B. to K. B's 2nd.
21. P. to K. B's 4th.†	21. Q. to K. B's 3rd.
22. Q. R. to K's 3rd.	22. K. R. to K. Kt.'s sq.
23. Q. R. to K. R's 3rd.	23. B. to K. Kt's 3rd.
24. Kt. to K. B's 3rd.	24. K. R. to K. B's sq.
25. Kt. to K's 5th.	25. Kt. takes Kt.
26. Q. P. takes Kt.	26. Q. to K's 2nd.
27. B. to Q's 4th.	27. K. R. to B's 2nd.
28. B. to K's 2nd.	28. Q. to K's sq.

We will suppose White now to have taken the Q. P.

In the first place:—

	13. Kt. takes Q. P.
14. Kt. takes B. (ch.)	14. Q. takes Kt.
15. Kt. takes Kt.	

And White cannot take the Kt. without losing his Q., therefore:—

	15. Kt. takes K. B. P. or (A.)
16. B. to Q. Kt.'s 5th (ch.)	16. P. takes B.
17. K. takes Kt.	

Having gained a Piece at the expense of two Pawns.

(A.)

	15. Kt. to Q. B's 6th.
16. Q. to her 2nd.	16. Q. takes Kt.
17. B. to Q. Kt.'s 2nd.	

And White must lose a Piece.

In the second place:—

	13. B. takes Q. P. (best)
14. Kt. takes B.	14. K. Kt. takes K. B. P.
15. Kt. takes Q. Kt.	15. Q. to K. R's 5th.
16. P. to K. Kt.'s 3rd.	16. Kt. takes B. (ch.)

(This appears his best play.)

17. Q. takes Kt.	17. Q. takes Kt.
18. Kt. to K's 5th.	

With the advantage of a Piece for two Pawns.

* Threatening to win the K. P. by driving away the Kt. with P. to K. B's 3rd.

† M. St. Amant observes, in his notes, that playing this P. one step only, for the purpose of compelling the Kt. to retreat, would perhaps have been better.

29.	K. R. to B's 3rd.	29. K. R. to Q. B's 2nd.
30.	K. R. to Q. Kt.'s 3rd.	30. Q. to her 2nd.
31.	Q. R. to K's 3rd.	31. Q. to K's 2nd.*
32.	Q. R. to K. R's 3rd.	32. Q. to K's sq.
33.	Q. to K's sq.	33. Q. to K's 2nd.
34.	Q. R. to K. R's 4th.	34. Q. to K's sq.
35.	P. to K. R's 3rd.	35. Q. to K's 2nd.
36.	P. to K. Kt.'s 4th.	36. Q. R. to K. R's sq.
37.	K. R. to Q's 3rd.†	37. Q. to her sq.
38.	R. to Q's sq.	38. Q. to K's 2nd.
39.	K. to R's 2nd.	39. K. R. to Q. B's sq.
40.	P. to K. Kt.'s 5th.	40. K. to Kt.'s sq.
41.	P. takes P.	41. P. takes P.
42.	K. R. to Q. Kt.'s sq.‡	42. K. to R's 2nd.
43.	R. to Q. Kt.'s 2nd.	43. Q. R. to K. Kt.'s sq.
44.	B. to Q's 3rd.	44. Q. R. to K. Kt.'s 2nd.
45.	B. takes Kt.	45. B. P. takes B.§
46.	Q. R. to K. Kt.'s 4th.	46. K. R. to K. Kt.'s sq.
47.	K. R. to K. Kt.'s 2nd.	47. B. to K. R's 4th.
48.	R. takes R. (ch.)	48. R. takes R.
49.	R. takes R. (ch.)	49. Q. takes R.
50.	P. to Q. R's 4th.	50. B. to K's sq.‖
51.	P. to Q. R's 5th.¶	51. B. to Q. Kt.'s 4th.
52.	Q. to K. R's 4th.	52. Q. to K. B's sq.
53.	K. to his Kt's 3rd.	53. Q. to K. Kt.'s 2nd (ch.)
54.	K. to his B's 2nd.	54. Q. to K. B's sq.**

* White perceives that, under cover of an apparently fierce attack on his King, Black has an eye to the advancement of his Pawns on the Q's side.

† To prevent the White Kt. being played to his Q's 7th.

‡ Black's endeavour is to bring this Rook over to the King's side, a manœuvre which the commanding situation of the enemy's Kt. renders extremely difficult.

§ It would have been unquestionably better to have taken the B. with the Q. P. for the purpose of keeping Black's Q. R. imprisoned.

‖ White dared not permit the further march of the adverse Q. Kt. P.

¶ The "Chronicle" has a note to the effect that it had been suggested Black might advantageously have moved his P. to K. B's 5th at this point, with the object of playing P. to Q. Kt.'s 5th, and then Q. to K. B's sq.; but remarks that, "in that case White, by moving his Q. to K. Kt.'s 4th, would have had a superior position."

** To prevent the possibility of the Black Q. entering his game.

55. B. to K's 3rd sq.	55. B. to his 3rd.
56. K. to his sq.	56. B. to Q. R's 5th.
57. K. to B's 2nd.	57. B. to Q. Kt.'s 4th.
58. B. to Q's 4th.	58. B. to his 3rd.
59. K. to his 3rd sq.	59. Q. to K. Kt.'s 2nd.
60. Q. to K. Kt.'s 4th.	60. Q. takes Q.
61. P. takes Q.	61. K. to his Kt.'s 3rd.
62. K. to B's 2nd.	

Drawn game. (*a*)

(*a*) THE DURATION OF THIS GAME WAS EIGHT HOURS AND THREE QUARTERS.

Longest time consumed by the players in deliberation on the moves.

BLACK. (Mr. S.)		WHITE. (M. St. A.)	
On Move	Minutes.	On Move	Minutes.
4	5	4	10
7	5	6	5
8	6	9	6
12	8	10	7
13	20	12	6
15	5	13	30
21	16	15	5
23	10	19	5
24	5	20	7
25	16	23	25
33	6	24	10
34	5	27	10
37	7	29	5
41	5	30	20
43	5	31	25
45	7	32	10
46	5	33	5
51	10	37	40
		38	7
		45	8
		46	7
		48	30
		50	20
		51	5
		52	15
		53	10
18	146	26	333

GAME THE FIFTEENTH.

PLAYED DECEMBER THE 9TH, 1843.

[QUEEN'S GAMBIT REFUSED.]

WHITE. (M. St. A.)	BLACK. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. Q. Kt. to B's 3rd.	3. K. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q. R's 3rd.
5. P. to Q. B's 5th.	5. K. B. to K's 2nd.
6. Q. B. to K. Kt.'s 5th.*	6. Castles.
7. P. to K's 3rd.	7. P. to Q. Kt.'s 3rd.
8. P. to Q. Kt.'s 4th.	8. Q. B. to Q. Kt.'s 2nd.
9. Q. B. takes Kt.	9. K. B. takes B.
10. K. B. to Q's 3rd.	10. P. to Q. R's 4th.
11. P. to Q. R's 3rd.	11. Kt. to Q's 2nd.†
12. Q. B. P. takes P.‡	12. P. takes P.
13. Castles.	13. Q. to K's 2nd.§
14. Q. to her Kt.'s 3rd.‖	14. P. takes P.
15. P. takes P.	15. K. R. to Q. B's sq.
16. B. to Q. Kt.'s 5th.¶	16. Kt. to K. B's sq.
17. K. R. to Q. B's sq.	17. Kt. to K. Kt.'s 3rd.

* As we have before remarked, the propriety of carrying the Q. B. over to the K's side, in openings of this kind, is very questionable.

† Threatening to win a P. by taking the Q. B. P.

‡ M. St. Amant remarks, that playing Q. R. to Q. B's sq. would have been much better.

§ P. to K's 4th looks a good move; but, in reality, it involves the loss of a Pawn to Black (*e.g.*):—

	13. P. to K's 4th.
14. P. takes P.	14. Kt. takes P.
15. Kt. takes Kt.	15. B. takes Kt.
16. B. takes K. R. P. (ch.)	16. K. takes B (best.)
17. Q. to K. R's 5th (ch.)	17. K. to Kt.'s sq.
18. Q. takes B. &c.	

‖ Well played.

¶ This looks very like a lost move.

18. B. to K's 2nd.	18. Q. to her sq.*
19. Kt. to Q. Kt.'s 5th.	19. B. to K's 2nd.
20. K. Kt. to K's sq.	20. B. to Q. R's 3rd.†
21. P. to K. B's 4th.	21. Kt. to K. R's 5th.‡
22. K. to B's 2nd.	22. Kt. to K. B's 4th.
23. K. Kt. to B's 3rd.	23. B. takes Q. Kt.
24. Q. R. takes Q. R.	24. R. takes Q. R.
25. B. takes B.	25. Kt. to Q's 3rd.
26. B. to Q's 3rd.	26. P. to Q. Kt.'s 4th.
27. Kt. to K's 5th.	27. Kt. to Q. B's 5th.§
28. Kt. to Q. B's 6th.	28. Q. to her 3rd.
29. Kt. takes B. (ch.)	29. Q. takes Kt.
30. B. takes Kt.‖	30. Q. P. takes B.¶
31. Q. to her Kt.'s 2nd.	31. R. to Q. R's 5th.
32. R. to Q. Kt.'s sq.	32. Q. to her R's 2nd.
33. Q. to her B's 2nd.	33. P. to K. Kt.'s 3rd.
34. P. to K. R's 4th.	34. Q. to K's 2nd.**
35. R. to K. R's sq.	35. Q. takes Q. Kt. P.
36. Q. to K's 4th.††	36. Q. to her Kt.'s 7th (ch.)
37. K. to Kt.'s 3rd.	37. R. to Q. R's 7th.
38. R. to K. B's sq.	38. P. to Q. Kt.'s 5th.
39. Q. to Kt.'s 7th.	39. P. to K. R's 4th.
40. K. to R's 3rd.	40. P. to Q. B's 6th.
41. R. to K. Kt.'s sq.‡‡	41. Q. to K. B's 7th.
42. Q. to her Kt.'s 8th (ch.)	42. K. to R's 2nd.
43. Q. to K. B's 8th.	43. Q. takes K. P. (ch.)

* To bring the K. B. into better play.

† Black has now an undeniable superiority in position.

‡ Intending to play him to K. B's 4th, if possible.

§ This tends still more to improve the strength of Black's game.

‖ He was obliged either to take the Kt. or presently lose his Q. Kt. P.

¶ Much better than taking with the Q. Kt. P., since that would leave the enemy with a "Passed" Pawn.

** Gaining at least one of the Pawns.

†† From this point M. St. Amant plays admirably. Nothing but the greatest possible exactitude in the moves of Black prevented the game from being drawn.

‡‡ But for this Black would, next move, have taken the K. Kt. P. with his Q., giving up both Q. and R. for the adverse Q., secure of an easy victory by means of his two passed Pawns.

44. P. to K. Kt.'s 3rd.	44. R. to Q. R's 2nd.*
45. R. to Q. R's sq.	45. Q. takes Q. P.†
46. R. takes R.	46. Q. takes R.
47. Q. takes Q. Kt. P.	47. Q. to K. Kt.'s 8th.‡
48. Q. to her Kt.'s 7th.	48. K. to Kt.'s 2nd.
49. Q. to K's 4th.	49. Q. to her B's 4th.
50. Q. to K's sq.	50. P. to Q. B's 7th.
51. Q. to her R's sq. (ch.)	51. K. to R's 2nd.
52. Q. to her B's sq.	52. Q. to K. B's 4th (ch.)
53. K. to R's 2nd.	53. Q. to her 6th.
54. P. to K. B's 5th.	54. Q. to K's 7th (ch.)
55. K. to R's 3rd.	55. Q. to her 8th.
56. P. takes P. (ch.)	56. P. takes P.

And White surrendered. (*a*)

* Taking the R. would evidently have enabled White to draw the game by a perpetual check.

† Again he dared not take the proffered Rook.

‡ Threatening mate next move.

(*a*) THE DURATION OF THIS GAME WAS SEVEN HOURS.

Longest time consumed by the players in deliberation on their moves.

WHITE. (M. St. A.)		BLACK. (Mr. S.)	
On Move	Minutes.	On Move	Minutes.
5	7	5	5
8	10	8	15
9	9	10	8
11	5	11	8
12	25	12	10
16	7	14	15
17	5	18	5
19	6	19	8
20	10	20	16
21	15	21	20
32	10	35	5
33	10	37	5
34	20		
37	7		
38	10		
40	10		
54	10		
17	176	12	120

With this game terminates the interesting record of the time expended by the players on their most important moves; Captain Wilson being

GAME THE SIXTEENTH.

PLAYED DECEMBER THE 11TH, 1843.

[IRREGULAR OPENING.]

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to Q. B's 4th.	1. P. to Q. B's 4th.
2. Q. Kt. to B's 3rd.	2. P. to K's 4th.
3. P. to K's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. R's 3rd.	4. P. to K. B's 4th.
5. P. to Q's 3rd.	5. K. Kt. to B's 3rd.
6. K. Kt. to K's 2nd.	6. P. to Q's 3rd.
7. K. Kt. to his 3rd.	7. K. B. to K's 2nd.
8. K. B. to K's 2nd.	8. Castles.
9. Castles.	9. P. to K. R's 3rd.
10. K. B. to his 3rd.	10. K. to R's 2nd.
11. B. to Q's 5th.*	11. Q. to K's sq.†
12. Q. R. to Q. Kt.'s sq.	12. P. to Q. R's 4th.‡
13. Q. Kt. to his 5th.	13. Q. to her sq.

* The "Chess Player's Chronicle" remarks, "Few will be inclined to deny that the opening of this game is much in favour of White. The march of his opponent's Pieces is retarded, in every instance, to two or three unimportant squares; and the White Bishop, in the centre of the field, exercises a control almost fatal to the development of the enemy's forces."—C. P. C., vol. v., p. 99.

† Had he taken the B., White would have taken his Kt. with the P., and not only driven the remaining Kt. home again, but have established another obstacle to the movements of Black's men by his P. at Q's 5th, as formidable as the B. himself.

‡ This is played to prevent the threatened advance of Black's Q. Kt. P.

---

compelled, by ill health and the unlooked for protraction of the contest, to leave Paris immediately upon the conclusion of the fifteenth *partie*. In reference to his inopportune departure the "Chess Player's Chronicle" remarks:—"The multiplied inconveniences to which this unfortunate measure subjected Mr. Staunton may be inferred from a comparison of the earlier and later games of this match; and from the fact that, although upon Captain Wilson's departure, he required to win but *one game*, having then gained ten to his opponent's two, this final triumph was not achieved until *six more games had been played*."

14. P. to Q. Kt.'s 3rd.	14. Kt. takes B.*
15. P. takes Kt.	15. Kt. to Q. R's 2nd.
16. Q. Kt. to B's 3rd.†	16. Q. B. to Q's 2nd.
17. P. to K. B's 4th.	17. K. B. to his 3rd.
18. Q. Kt. to K's 2nd.	18. P. to K. Kt.'s 3rd.
19. P. to K's 4th.	19. Q. Kt. to his 4th.
20. K. P. takes P.‡	20. K. Kt. P. takes P.
21. K. Kt. to K. R's 5th.	21. Q. to K's sq.
22. Kt. takes B. (ch.)	22. R. takes Kt.
23. K. B. P. takes P.	23. Q. takes P.§

* At this point M. St. Amant, in his notes, acknowledges that White has an incontestible advantage in position.

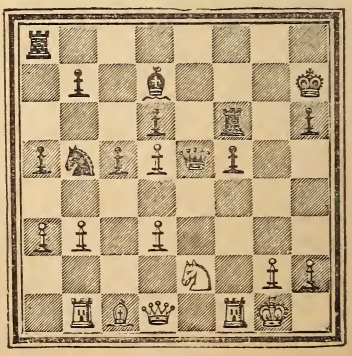
† White prudently declines to exchange Knights, that he may keep his adversary's Pieces in their present constrained position.

‡ This serves to break up the Pawns which defend the adverse K., and, in our opinion, improves the aspect of White's game. M. St. Amant remarks, however, "Ceci est un désavantage, car les 2 P. de la D. doublés ne sont plus liés ensemble, et le plus avancé sera peut-être difficile à défendre."—Le Palamede, February, 1843, p. 66.

§ Upon this move M. St. Amant observes, "Les Noirs ont maintenant l'attaque, et leur jeu est superieur à celui de leur adversaire." We must confess that to us the superiority seems all on the other side.

The following diagram will facilitate the examination of the position, which, setting aside the disputed question between the belligerents as to who has the better game, is both instructive and entertaining.

BLACK.



WHITE.

24. P. to Q. R's 4th.	24. Kt. to Q's 5th.
25. Kt. to K. B's 4th.*	25. Q. R. to K. Kt.'s sq.†
26. B. to Q's 2nd.‡	26. K. R. to B's 2nd.§
27. K. R. to B's 2nd.	27. Q. R. to K. Kt.'s 5th.‖
28. P. to K. R's 3rd.	28. R. to K. Kt.'s 6th.
29. Q. to K. R's 5th.	29. Q. to K. B's 3rd.
30. Kt. to K's 6th.¶	30. B. takes Kt.
31. P. takes B.	31. Q. takes P.**
32. B. takes K. R. P.	32. Q. to K. Kt.'s 3rd.††
33. Q. takes Q. (ch.)‡‡	33. K. takes Q.
34. B. to K. B's 4th.	34. Q. R. takes Q. P.
35. B. takes P.	35. Kt. takes P.
36. B. to K. B's 4th.	36. K. R. to K's 2nd.

* Threatening to win at least a Piece, by playing R. to K's sq. next move.

† Very finely played. If White were now to play his R. to K's sq. Black would check with his Kt. at K. B's 6th, and gain the "exchange."

‡ K. to his R's sq. would, perhaps, have been still better.

§ Making an outlet for the Q. to escape.

‖ A lost move.

¶ The "Chess Player's Chronicle" observes, "This fatally premature move appears to have been made under the impression that, after the exchanges, White could take the K. R. P. with impunity. If, instead of this rash step, he had contented himself by winning the Q. R. P.; that advantage, combined with his unquestionable superiority of position, must have ultimately given him the game."—C. P. C., vol. v., p. 100.

** Better, as M. St. Amant observes, than taking with the Kt., because it presently compels an exchange of Queens.

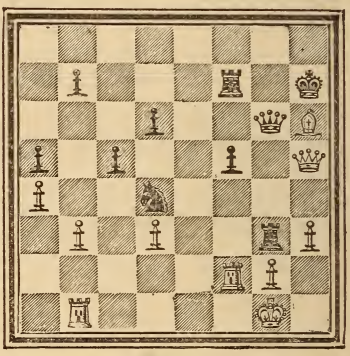
†† This is all extremely well managed, as it not only retorts the attack but gains at least a Pawn for Black.

‡‡ "The error of White's thirteenth move," remarks the "Chess Player's Chronicle," "is fully apparent now, for he is compelled to exchange Queens, and thus sacrifice a Pawn; since, if he made the move upon which he evidently relied when playing the Kt. to K's 6th, viz., Q. to K. R's 4th his adversary would gain a still more palpable advantage."—C. P. C., vol. v., p. 100.

The position, which is one that will well repay the attentive examination of the student, stands thus,—

37. R. to K. B's 3rd.*	37. R. takes R.
38. P. takes R.	38. P. to Q. B's 5th.
39. K. to B's 2nd.†	39. R. to K's 3rd.
40. R. to K. Kt.'s sq. (ch.)	40. K. to B's 3rd.‡
41. P. to K. R's 4th.	41. Kt. to Q. B's 4th.
42. B. to Q's 2nd.	42. Kt. takes Q. R. P.
43. P. to K. R's 5th.	43. P. to Q. B's 6th.
44. B. to K's 3rd.	44. P. to K. B's 5th.§

BLACK.



WHITE.

If White now moves Q. to K. R's 4th, the following variation occurs :—

33. Q. to K. R's 4th.	33. R. takes P. (ch.)
34. R. takes R. or (A.)	34. Kt. to B's 6th (ch.)
35. K. to R's sq.	35. Q. takes R. (ch.)
36. K. takes Q.	36. Kt. takes Q. (ch.)
37. K. to Kt.'s 3rd.	37. K. takes B.
38. K. takes Kt.	38. R. to K's 2nd.

And Black must win.

(A.)

34. K. to R's sq.	34. Q. to K. Kt.'s 6th.

With the better game.

* An important move for gaining time at this critical point.

† Preparatory to a dangerous attack upon the adverse King.

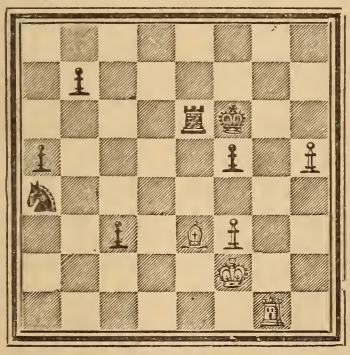
‡ M. St. Amant remarks, "It is equally dangerous to go either to the right or left;" but, he thinks, that playing the K. to R's 2nd, for the purpose of challenging an exchange of Rooks, was, perhaps, preferable to the move made.

§ An admirable move, and, but for which, it is extremely doubtful whether Black could have saved the game. We strenuously commend this difficult and interesting position to the student's attention.

45. B. takes P.	45. Kt. to Q. Kt.'s 7th.
46. B. to K. Kt.'s 5th (ch.)	46. K. to B's 4th.
47. R. to Kt.'s 4th.	47. Kt. to Q's 6th (ch.)
48. K. to Kt.'s 3rd.	48. Kt. to K's 4th.
49. B. to Q's 8th.*	49. Kt. takes R.
50. P. takes Kt. (ch.)	50. K. to his 4th.
51. B. to K. Kt.'s 5th.†	51. P. to Q. B's 7th.
52. P. to K. R's 6th.	52. R. to Q. B's 3rd.
53. P. to K. R's 7th.	53. R. to B's sq.
54. Q. B. to his sq.	54. K. to B's 3rd.
55. K. to his B's 3rd.	55. K. to his Kt.'s 3rd.
56. K. to his 2nd.	56. R. to Q's sq.
57. P. to R's 8th "Queens."	57. R. takes Q.
58. K. to Q's 2nd.	58. R. to Q. B's sq.

White surrendered.

BLACK.



WHITE.

* A last desperate venture, for the poor chance of Black's incautiously advancing his P. to Q. B's 7th, in which case the R. would mate next move.

† Taking the Q. R. P. would have been of no avail.

GAME THE SEVENTEENTH.

PLAYED DECEMBER THE 12TH, 1843.

[QUEEN'S GAMBIT REFUSED.]

WHITE. (M. St. A.)	BLACK. (Mr S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. Q. Kt. to B's 3rd.	3. K. Kt. to B's 3rd.
4. P. to K's 3rd.	4. P. to Q. B's 4th.
5. K. Kt. to B's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to Q. R's 3rd.	6. P. to Q. R's 3rd.
7. P. to Q. Kt.'s 3rd.	7. B. to K's 2nd.
8. B. to K's 2nd.	8. P. to Q. Kt.'s 3rd.
9. Castles.	9. Castles.*
10. Q. to her 3rd.	10. Q. B. to Kt.'s 2nd.
11. K. R. to Q's sq.	11. Q. B. P. takes P.
12. K. P. takes P.	12. Q. P. takes P.
13. P. takes P.	13. Q. to her B's 2nd.
14. P. to K. R's 3rd.	14. Q. R. to B's sq.†
15. Q. B. to Kt.'s 2nd.	15. K. R. to Q's sq.
16. Q. R. to B's sq.	16. Q. Kt. to Q. R's 4th.
17. K. Kt. to Q's 2nd.	17. Q. to K. B's 5th.‡
18. P. to K. Kt.'s 3rd.§	18. Q. to her B's 2nd.‖
19. Q. Kt. to K's 4th.	19. Kt. takes Kt.
20. Kt. takes Kt.	20. P. to K. B's 4th.
21. Kt. to Q's 2nd.	21. B. to K. B's 3rd.
22. Q. to K's 3rd.	22. Q. to K's 2nd.¶

* Up to this point the game is move for move, on each side the same.

† Threatening to play Q. Kt. to Q. R's 4th.

‡ Black has now a strong and menacing attack.

§ He does not appear to have any better defence.

‖ Black would have played better in retiring the Q. to K. R's 3rd, perhaps. If he had ventured to take the Q. P., White would have exchanged Queens, and then, by moving Kt. to Q's 5th, have won the Rook for a minor Piece.

¶ K. to R's sq. would have been a good move, since White would obviously then have lost at least a Piece by taking the K. P.

23. Q. B. to B's 3rd.	23. Q. Kt. to B's 3rd.*
24. P. to Q's 5th.	24. B. takes B.
25. R. takes B.	25. P. takes P.
26. P. takes P.	26. Q. takes Q.
27. P. takes Q.†	27. Kt. to K's 4th.
28. R. takes R.	28. R. takes R.
29. Kt. to K. B's 3rd.	29. Kt. takes Kt. (ch).
30. B. takes Kt.	30. K. to his B's sq.‡
31. P. to K. Kt.'s 4th.	31. P. to K. Kt.'s 3rd.
32. P. takes P.	32. P. takes P.
33. K. to his B's 2nd.	33. K. to his 2nd.
34. K. to Kt.'s 3rd.	34. K. to B's 3rd.
35. R. to Q. Kt's sq.	35. P. to Q. Kt.'s 4th.
36. R. to Q's sq.§	36. K. to his 4th.
37. P. to Q's 6th.	37. B. takes B.
38. P. to Q's 7th.	38. R. to Q's sq.
39. K. takes B.	39. P. to K. R's 4th.
40. P. to K. R's 4th.	40. K. to his 3rd.
41. K. to his B's 4th.	41. R. takes P.
42. R. takes R.‖	42. K. takes R.
43. K. takes P.	43. P. to Q. R's 4th.
44. K. to his 5th.	44. K. to Q. B's 3rd.
45. K. to Q's 4th.	45. K. to Q's 3rd.
46. P. to K's 4th.	46. P. to Q. Kt.'s 5th.
47. P. takes P.	47. P. takes P.
48. K. to Q. B's 4th.	48. K. to his 4th.
49. K. takes P.	49. K. takes P.
50. K. to B's 3rd.	50. K. to his 6th.

* Black has failed to profit by the fine position he had obtained in the earlier part of the game, and at this point has little if any advantage in situation over his opponent.

† If he had taken the Q, with his R. his centre P. would have fallen.

‡ Playing the R. to B's 6th, a tempting move at first sight, would have lost the game. Suppose,—

	30. P to Q B's 6th.
31. P. to Q's 6th.	31. B. takes B.
32. P. to Q's 7th.	

And wins.

§ Advancing the Q. R. P. would be useless, because Black would at once play his R. to Q. B's 4th.

‖ We cannot help thinking that White would have played much better in now moving the R. to K. Kt.'s sq.

Let the reader examine the position, and judge for himself:—

51. K. to B's 2nd.	51. K. to his B's 7th.
52. K. to Q's 2nd.	52. K. to Kt.'s 6th.
53. K. to his sq.	53. K. takes P.
54. K. to his B's sq.	

The game was drawn.

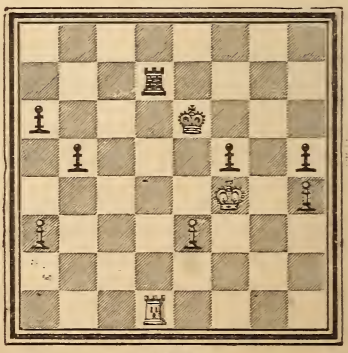
GAME THE EIGHTEENTH.

PLAYED DECEMBER THE 14TH, 1843.

[IRREGULAR OPENING.]

BLACK. (Mr. S.)	WHITE. (M. St. A.)
1. P. to Q. B's 4th.	1. P. to Q's 4th.
2. Q. Kt. to B's 3rd.*	2. P. to K's 3rd.
3. P. to Q's 4th.	3. K. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q. B's 4th.
5. P. to K's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to Q. R's 3rd.	6. P. to Q. R's 3rd.
7. Q. P. takes P.	7. K. B. takes P.
8. P. to Q. Kt.'s 4th.	8. K. B. to K's 2nd.
9. Q. B. to Kt.'s 2nd.	9. Castles.
10. K. B. to K's 2nd.	10. P. takes P.
11. K. B. takes P.	11. P. to Q. Kt.'s 4th.

BLACK.



WHITE.

* Taking the Pawn would have been better play, we believe.

12. B. to Q's 3rd.	12. Q. B. to Kt.'s 2nd.
13. Castles.	13. Q. to her B's 2nd.
14. Q. R. to Q. B's sq.	14. K. R. to Q's sq.
15. Q. to K's 2nd.	15. Q. R. to Q. B's sq.
16. K. R. to Q's sq.	16. B. to Q's 3rd.
17. P. to K. R's 3rd.*	17. Q. to K's 2nd.
18. K. B. to Q. Kt.'s sq.	18. Q. Kt. to K's 4th.
19. Kt. takes Kt.	19. B. takes Kt.
20. P. to K. B's 4th.	20. R. takes R. (ch.)
21. Q. takes R.	21. B. takes Kt.
22. B. takes B.	22. Kt. to Q's 4th.
23. B. to Q's 4th.	23. R. takes R.
24. Q. takes R.	24. P. to K. B's 4th.
25. P. to K's 4th.	25. P. takes P.
26. B. takes P.	26. Q. to her 2nd.†
27. K. to R's 2nd.	27. Kt. to K. B's 3rd.‡
28. B. takes Kt.	28. B. takes K. B.
29. B. to K's 5th.	29. Q. to her B's 3rd.§
30. Q. to K's sq.	30. Q. to her Kt.'s 2nd.‖
31. Q. to K. Kt.'s 3rd.	31. P. to K. R's 3rd.
32. Q. to K. B's 2nd.	32. K. to R's 2nd.
33. P. to K. R's 4th.	33. Q. to her 2nd.
34. Q. to K. Kt.'s 3rd.	34. Q. to K. B's 2nd.
35. Q. to K's 3rd.	35. Q. to her Kt.'s 2nd.
36. Q. to her 2nd.	36. Q. to her B's 3rd.
37. K. to Kt.'s sq.	37. Q. to her B's 7th.¶
38. Q. takes Q.	38. B. takes Q.

* The move of Q. Kt. to K's 4th promises more than, to our examination, it yields.

† Threatening to take the K. B. P. with his Kt., and then Q. B. checking.

‡ If he had now taken the P. with his Kt. it would obviously have cost him a Piece (*e. g.*):—

27. Kt. takes K. B. P.

28. Q. takes Kt.

And White cannot take the other B. without losing his Q., by B. taking K. R. P. (ch.), &c.

§ White plays only to draw the game.

‖ It is quite evident White could not take the K. Kt. P. without losing the game, by White's replying with Q. to K. Kt.'s 3rd, &c.

¶ By compelling the exchange of Queens, White is enabled almost to ensure the object of his manœuvres, a drawn game.

39. K. to his B's 2nd.	39. K. to his Kt.'s 3rd.
40. K. to his 3rd.	40. P. to K. R's 4th.
41. K. to Q's 4th.	41. K. to B's 2nd.
42. K. to Q. B's 5th.	42. P. to K. Kt.'s 3rd.
43. K. to Q. Kt.'s 6th.	43. K. to his 2nd.
44. K. takes P.	44. B. to Q. R's 5th.
45. K. to Kt.'s 6th.	45. K. to Q's 2nd.
46. K. to Q. Kt.'s 7th.	46. K. to his sq.
47. P. to K. Kt.'s 3rd.	47. B. to Q's 8th.
48. K. to Kt.'s 6th.	48. B. to Q. R's 5th.
49. K. to B's 5th.	49. K. to his 2nd.
50. K. to B's 6th.	50. K. to his sq.
51. B. to K. B's 6th.	51. K. to B's 2nd.
52. B. to Q's 4th.	52. K. to his 2nd.
53. B. to his 5th (ch.)	53. K. to his sq.
54. K. to Q's 6th.	54. K. to his B's 2nd.
55. B. to Q's 4th.	55. B. to B's 7th.
56. B. to his 3rd.	56. B. to Q. Kt.'s 6th.
57. K. to Q's 7th.	57. B. to Q. B's 7th.

Drawn game.

GAME THE NINETEENTH.

PLAYED DECEMBER THE 16TH, 1843.

[QUEEN'S GAMBIT ACCEPTED.]

WHITE. (M. St. A.)	BLACK. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.
3. P. to K's 3rd.	3. P. to K's 4th.
4. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. B. to Q's 3rd.
6. K. Kt. to B's 3rd.	6. K. Kt. to B's 3rd.
7. P. to K. R's 3rd.*	7. Castles.
8. Castles.	8. Q. Kt. to B's 3rd.†

* This is a very needful precaution in the Queen's Gambit, to prevent the embarrassing consequences of the adverse B. being played to his K. Kt.'s 5th.

† He should have played his P. to K. R's 3rd, a move, as we have said above, which is almost indispensable for both players to make early in this opening.

9.	Q. B. to K. Kt.'s 5th.	9.	B. to K's 2nd.*
10.	Q. Kt. to B's 3rd.	10.	Q. B. to K. B's 4th.
11.	P. to Q. R's 3rd.	11.	K. Kt. to K's 5th.
12.	Q. B. to K's 3rd.	12.	K. B. to his 3rd.
13.	K. R. to K's sq.	13.	K. Kt. to Q's 3rd.
14.	K. B. to Q. R's 2nd.	14.	P. to K. R's 3rd.
15.	Q. to her R's 4th.†	15.	Q. Kt. to K's 2nd.
16.	Q. R. to Q's sq.	16.	Q. Kt. to K. Kt.'s 3rd.
17.	Q. B. to his sq.‡	17.	P. to Q. B's 3rd.
18.	K. Kt. to K's 5th.	18.	Q. to her B's 2nd.§
19.	P. to K. Kt.'s 4th.‖	19.	P. to Q. Kt.'s 4th.¶
20.	Q. to her Kt.'s 4th.	20.	Q. B. to his 7th.
21.	Q. R. to Q's 2nd.	21.	P. to Q. R's 4th.
22.	Q. to her B's 5th.	22.	B. takes Kt.
23.	P. takes B.	23.	Kt. to Q. Kt.'s 2nd.
24.	Kt. takes Q. Kt. P.	24.	Kt. takes Q.

* The necessity of making this servile retreat would have been avoided if the K. R. P. had been promptly advanced.

† The object of this sally of the Queen is not at all clear to us.

‡ To enable him, M. St. A. remarks, to play his K. Kt. to K's 5th.

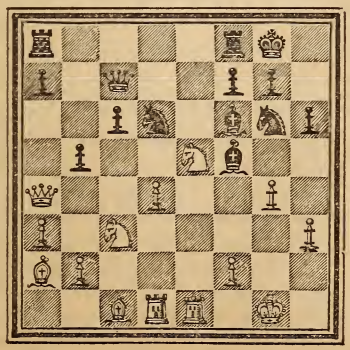
§ K. to R's 2nd would have been stronger play.

‖ Well played: threatening to win a Piece.

¶ This appears to be the only possible way by which Black could avoid the loss either of his B. or Kt.

The following diagram will assist the student in his examination of the position.

BLACK.



WHITE.

25. Kt. takes Q.	25. Kt. to Q's 6th.
26. R. takes Kt.	26. B. takes R.
27. Kt. takes R.	27. R. takes Kt.
28. P. to K. B's 4th.	28. R. to K's sq.
29. R. to Q's sq.	29. B. to K's 5th.
30. R. to Q's 4th.	30. B. to Q's 4th.*
31. B. takes B.	31. P. takes B.
32. K. to his B's 2nd.†	32. R. to Q. B's sq.
33. B. to K's 3rd.	33. Kt. to K's 2nd.
34. K. to his 2nd.	34. R. to Q. Kt.'s sq.
35. B. to his sq.	35. K. to his B's sq.
36. P. to Q. Kt.'s 4th.	36. R. to Q. Kt.'s 4th.‡
37. P. takes P.	37. Kt. to Q. B's 3rd.
38. R. to Q. R's 4th.	38. Kt. takes Q. R. P.
39. B. to Q's 2nd.	39. Kt. to B's 3rd.
40. B. checks.	40. K. to his sq.
41. P. to K. R's 4th.	41. P. to K. Kt.'s 4th.
42. K. B. P. takes P.	42. P. takes P.
43. R. to Q. R's 8th. (ch.)	43. K. to Q's 2nd.
44. P. to K. R's 5th.§	44. Kt. takes B.
45. P. to K. R's 6th.‖	45. Kt. to Q. B's 3rd.
46. P. to K. R's 7th.	46. R. to Q. Kt.'s 7th (ch.)
47. K. to Q's 3rd.	47. R. to Q. Kt.'s 6th (ch.)¶
48. K. to Q. B's 2nd.	48. R. to K. R's 6th.
49. P. to K. R.s 8th "Queens."	49. R. takes Q.

* This appears his best move, since, although it sacrifices another Pawn, it helps somewhat to relieve his embarrassment.

† Better to have taken the Pawn, we believe.

‡ His best move.

§ Preferable to taking P. with P.

‖ Taking the Kt. would have afforded Black too much time.

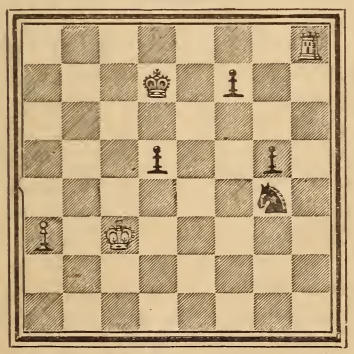
¶ The "Chess Player's Chronicle" observes, that Black ought now to have taken the K. P. checking. Upon examination, it appears, however, that, in a few moves, the position would have been exactly the same as that which actually occurred as the game proceeded, for suppose,—

	47. Kt. takes K. P. (ch.)
48. K. to Q. B's 3rd.	48. R. to K. R's 7th.
49. P. to R's 8th "Queens."	49. R. takes Q.
50. R. takes R.	50. Kt. takes K. Kt. P.

And the Pieces stand thus,—

50. R. takes R.	50. Kt. takes K. P.
51. K. to B's 3rd.	51. Kt. takes Q. Kt. P.*
52. K. to Q's 4th.	52. Kt. to K. B's 3rd.
53. K. to his 5th.	53. K. to his 2nd.
54. P. to Q. R's 4th.	54. Kt. to Q's 2nd (ch.)
55. K. to his B's 5th.†	55. P. to Q's 5th.
56. P. to Q. R's 5th.	56. Kt. to Q. B's 4th.‡
57. K. takes K. Kt. P.	57. P. to Q's 6th.
58. K. to his B's 4th.	58. P. to Q's 7th.
59. R. to K. R's sq.	59. K. to Q's 2nd.
60. K. to his 3rd.	60. K. to Q. B's 3rd.
61. R. to Q. Kt.'s sq.§	61. P. to Q's 8th "Queens."
62. R. takes Q.	62. K. to Q. Kt.'s 4th.
63. R. to Q's 5th.‖	63. K. to B's 3rd.
64. K. to Q's 4th.	64. Kt. to K's 3rd (ch.)
65. K. to Q. B's 4th.	65. K. to Kt.'s 2nd.
66. R. to Q's 7th (ch.)	66. K. to R's 3rd.

BLACK.



WHITE.

* And we have precisely the same situation as the diagram in our last note presents.

† If he had taken the Q. P. Black must have gained the Q. R. P. in return.

‡ It was absolutely necessary to stop the march of this dangerous Pawn without delay.

§ To prevent the Kt. checking when the Black K. captures the P.

‖ This is the proper move: but for this, Black would, in all probability, have drawn the game.

67. R. takes P.	67. Kt. to Q's sq.*
68. R. to K. B's 5th.	68. Kt. to Q. B's 3rd.
69. R. to K. B's 6th.	69. K. to Kt.'s 2nd.
70. K. to Kt.'s 5th.	70. Kt. to Q. R's 2nd (ch.)
71. K. to B's 5th.	71. Kt. to Q. B's sq.
72. R. to K. R's 6th.	72. Kt. to Q. R's 2nd.
73. P. to Q. R's 6th (ch.)	73. K. to Kt.'s sq.
74. R. to R's 7th.	74. Kt. to B's sq.
75. R. to Q. Kt.'s 7th (ch.)	75. K. to R's sq.
76. K. to B's 6th.	76. Kt. to Q. R's 2nd (ch.)
77. K. to B's 7th.	77. Kt. to B's 3rd.
78. K. to Kt.'s 6th†	78. Kt. to Kt.'s 5th.
79. R. to Q's 7th.	

Black resigned.

GAME THE TWENTIETH.

PLAYED DECEMBER THE 17TH, 1843.

WHITE. (Mr. S.)	BLACK. (M. St. A.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 4th.	2. P. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. to Q's 4th.
4. K. P. takes P.	4. K. P. takes P.
5. Q. Kt. to B's 3rd.	5. K. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to K's 2nd.
7. K. B. to Q's 3rd.	7. Castles,
8. Castles.	8. Q. B. to K. Kt.'s 5th.
9. Q. B. to K's 3rd.	9. Q. Kt. to Q's 2nd.
10. P. to Q. Kt.'s 3rd.	10. P. to K. R's 3rd.

* He must have lost his Kt. by taking the P. (*e. g.*):—

	67. K. takes P.
68. R. to K. B's 5th (ch.)	68. K. to R's 5th.

(If to Kt.'s 3rd, or R's 3rd, White would, of course, win by R. to K. B's 6th.)

69. R. to B's 6th.	69. Kt. to Q. B's 2nd.
70. R. to Q. B's 6th.	

And wins the Kt.

† Taking the Kt., it is plain, would have stalemated Black; and thus have drawn the game.

11. K. to R's sq.*	11. K. B. to Q. Kt.'s 5th.
12. Q. Kt. to K's 2nd.†	12. K. B. to Q's 3rd.
13. Q. B. to K. B's 4th.	13. B. takes B.
14. Kt. takes B.	14. K. Kt. to K. R's 4th.‡
15. Q. Kt. takes Kt.	15. B. takes Q. Kt.
16. K. B. to K's 2nd.	16. K. R. to K's sq.
17. K. R. to K's sq.	17. Q. to her B's 2nd.
18. Kt. to his sq.	18. B. takes B.
19. R. takes B.	19. Kt. to K. B's 3rd.§
20. Q. to her 3rd.‖	20. Kt. to K. Kt.'s 5th.
21. Kt. to B's 3rd.	21. K. R. to K's 5th.¶
22. P. to K. R's 3rd.	22. Q. R. to K. R's sq.**
23. Kt. to K's 5th.††	23. Kt. takes Kt.
24. R. takes R.‡‡	24. Kt. takes Q.
25. R. takes R. (ch.)	25. K. to R's 2nd.
26. K. to Kt.'s sq.	26. Q. to K. B's 5th.
27. R. to K's 2nd.	27. Q. takes Q. P.
28. Q. R. to Q's sq.	28. P. takes P.
29. K. R. to Q's 2nd.	29. P. to Q. Kt.'s 4th.
30. P. to Q. R's 4th.	30. P. to Q. R's 3rd.

White resigned.

* White plays thus, with the view to take the adverse Q. B. with the K. Kt. P., should his own K. Kt. be captured by the B.

† Tempting Black to take the K. Kt., a move which would enable White to open a tremendous attack presently on the adverse King's entrenchment.

‡ All this is very well played.

§ It is extremely difficult for White to prevent this Kt. now assuming, in a move or two, an attitude of dangerous defiance.

‖ P. to K. B's 3rd would have prevented the instant advance of the Kt.

¶ A good move, since White could not take it without losing the game; and his adversary is thus enabled to bring the other R. into effective combination with the rest of his Pieces.

** The attack is very cleverly conducted, and the defence is proportionably weak and purposeless. Nothing, in fact, can be more trivial than the play of White at this all-important crisis.

†† "This move," as the "Chess Player's Chronicle" very truly remarks, "deservedly lost a game which must be ranked as the worst played *partie* in the match."

‡‡ Had he taken the Kt. with the P., Black would have taken the P. with his Q., and won at least a R. besides. After the ill-considered move of Kt. to K's 5th, however, the game was utterly irretrievable.

GAME THE TWENTY-FIRST.

PLAYED THE 19TH AND 20TH OF DECEMBER, 1843.

WHITE. (M. St. A.)	BLACK. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. P. to K's 3rd.	3. P. to Q. B's 4th.
4. Q. Kt. to B's 3rd.	4. K. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. K. B. to K's 2nd
6. K. B. to Q's 3rd.	6. P. to Q. Kt.'s 3rd.
7. Castles.	7. Castles.
8. P. to Q. Kt.'s 3rd.	8. Q. B. to Q. Kt.'s 2nd.
9. Q. B. P. takes P.	9. K. P. takes P.
10. Q. to her B's 2nd.	10. Q. Kt. to Q. B's 3rd.
11. P. to Q. R's 3rd.	11. P. to Q. R's 3rd.
12. K. R. to Q's sq.	12. Q. B. P. takes P.*
13. P. takes P.	13. P. to K. R's 3rd.
14. P. to Q. Kt.'s 4th.	14. K. B. to Q's 3rd.
15. K. R. to K's sq.	15. P. to Q. Kt.'s 4th.
16. P. to K. R's 3rd.	16. Q. R. to Q. B's sq.
17. Q. to her Kt.'s 3rd.	17. Q. to her B's 2nd.
18. Q. B. to Q's 2nd.	18. Q. to her Kt.'s 3rd.
19. Q. B. to K's 3rd.	19. Q. Kt. to K's 2nd.
20. Q. R. to Q. B's sq.	20. K. Kt. to K. R's 4th.
21. Q. to her sq.†	21. K. Kt. to K. B's 3rd.
22. K. Kt. to K. R's 4th.‡	22. Q. R. to Q. B's 2nd.
23. Q. to her 2nd.	23. K. Kt. to K. R's 2nd.§

* To shut out the operation of the adverse K. R., a very necessary precaution.

† This is well played, as it effectually prevents Black from maturing the attack he meditated on the adverse K., and obliges him to retire his Kt. again.

‡ Having driven back the enemy, White, in turn, commences a well-directed attack himself.

§ An obstacle to the sacrifice of his B., which White, doubtless, contemplated, and which would have given a position fully equivalent for the Piece.

24. Q. to her B's 2nd.*	24. K. Kt. to K. B's 3rd.
25. K. to his R's sq.†	25. K. Kt. to K's sq.‡
26. K. Kt. to K. B's 5th.	26. Kt. takes Kt.
27. B. takes Kt.	27. P. to Q. R's 4th.§
28. Q. to her Kt.'s 3rd.	28. P. takes P.
29. P. takes P.‖	29. Q. R. to Q. B's 5th.¶
30. Kt. to Q. R's 2nd.	30. K. Kt. to B's 3rd.
31. K. B. to Q's 3rd.	31. Q. to her B's 3rd.
32. Q. to her Kt.'s 2nd.**	32. Q. to her 2nd.
33. K. to his Kt.'s sq.††	33. Kt. to K. R's 4th.
34. Q. to her 2nd.	34. P. to K. B's 4th.
35. P. to K. B's 4th.‡‡	35. Kt. to his 6th.
36. K. B. takes R.	36. Q. P. takes B.
37. Q. to her Kt.'s 2nd.§§	37. R. to K. B's 3rd.‖‖
38. Kt. to Q. B's 3rd.	38. Kt. to K's 5th.
39. K. R. to K's 2nd.	39. R. to K. Kt.'s 3rd.

* If he had now ventured to take the K. B. P. with the B., and then the second P. with his Q., she must evidently have been lost by Black's checking at K. R. 7th, &c.

† Still keeping in view the sacrifice of his Q. B. presently.

‡ This adds greatly to the strength and solidity of the King's stronghold, and enables Black to resume offensive operations in freedom and security.

§ "Preparatory," says the "Chess Player's Chronicle," "to a long and complex series of manœuvres, which finally terminated in giving victory to the English side."

‖ At this point, the battle having lasted eight hours, the combatants adjourned for an hour, to recruit their energies.

¶ "An excellent move, the brilliant beginning of renewed hostilities, during which the English player never ceased to retain the advantage."—Le Palamede, February, 1844, p. 80.

** White would evidently have lost his Q. if he had incautiously taken the R. with his B.

†† To enable him to capture the R. without the danger of his K. R. P. being taken by the adverse Q. afterwards.

‡‡ To prevent the onward march of the adverse B. P.

§§ To liberate his Kt. without the sacrifice of the Q. Kt. P.

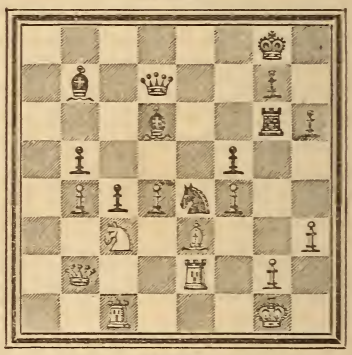
‖‖ M. St. Amant remarks, in his "Palamede," at this point: "Le joueur Anglais semble retrouver cette énergie des premières parties du *Match*, qui, depuis quelque temps, l'avait abandonné."—Le Palamede, February, 1844, p. 81.

40. Q. R. to Q's sq.*	40. Kt. takes Kt.
41. Q. takes Kt.	41. Q. B. to K. B's 6th.
42. Q. R. to K's sq.†	42. B. takes R.

* It is extremely difficult to determine what line of play is the best for White in this position. The move made costs the exchange.

We give a diagram of the situation for the entertainment of the young player.

BLACK.



WHITE.

† In his elaborate notes to this game, M. St. Amant considers this, like his previous move, to be a fault, and remarks, "It is the other Rook which should have been played." In reply, the "Chess Player's Chronicle" says, "Here, again, we are at issue with M. St. Amant, who asserts, that White should have played his K. R. We contend, on the contrary, that, if he had done so, his loss would have been greater than it was; for example, suppose,—

42. K. R. to Q's 2nd, or to K's sq.	42. B. takes Q. R.
43. R. takes B.	43. Q. to K's 2nd.
44. R. to Q. Kt.'s sq. (He appears to have no better move.)	44. (Black may now take the K. Kt. P. with his R. (ch.), and if the K. take his R., check with the Q. at K's 5th; or he may play his Q. to K's 5th first, and if, then, White move his R. to Q. Kt.'s 2nd, he can take the Q. Kt. P. with his B.: he may also, when the R. is played to Q. Kt.'s sq., move his R. to K. Kt.'s 6th, and in every case have a winning game.)"

43. R. takes B.	43. Q. to K's 2nd.
44. Q. to her Kt.'s 2nd.	44. R. to K's 3rd.
45. K. to his B's 2nd.	45. R. to K's 5th.
46. Q. to her R's 2nd.	46. K. to his B's 2nd.
47. P. to K. Kt.'s 3rd.	47. Q. to her Kt.'s 2nd.*
48. Q. to her R's 3rd.	48. R. to K's sq.
49. Q. to her B's 3rd.	49. Q. to K. R's 8th.
50. P. to K. R's 4th.	50. P. to K. Kt.'s 4th.
51. Q. to K's sq.†	51. Q. to K. R's 7th (ch.)
52. K. to B's sq.	52. Q. to K. R's 6th (ch.)
53. K. to Kt.'s sq.	53. Q. to K. Kt.'s 5th.
54. K. R. P. takes P.‡	54. B. takes K. B. P.§
55. B. takes B.‖	55. Q. takes R.¶

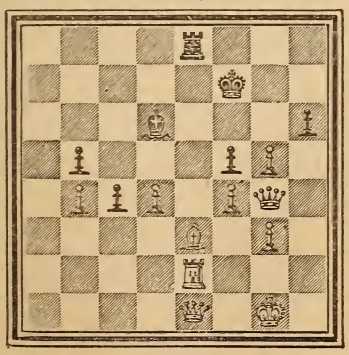
* With the object of retreating the R. to K's 2nd; and then marching the Q. to K. R's 8th.

† Taking the Pawn would only have hastened the inevitable catastrophe.

‡ At the solicitation of M. St. Amant's seconds it was now agreed, as the game had been prolonged beyond midnight, that hostilities should be suspended till the following morning.

We append a diagram of the position, when the parties adjourned.

BLACK.



WHITE.

Black to play.

§ Much better play than taking P. with P.

‖ He has no better move.

¶ This almost enforces an exchange of Queens, and thus adds still more to the advantage Black already possesses.

56. Q. takes Q.	56. R. takes Q.
57. K. R. P. takes P.	57. P. to Q. B's 6th.
58. K. to his B's sq.	58. R. to K's 5th.
59. B. to his sq.*	59. K. to his Kt.'s 3rd.
60. P. to Q's 5th.	60. P. to Q. B's 7th.
61. B. to Q's 2nd.	61. R. takes Q. Kt. P.
62. P. to Q's 6th.	62. R. to Q's 5th.
63. K. to his 2nd.	63. R. takes Q. P.
64. K. to his 3rd.	64. K. takes P.
65. K. to his 2nd (dis. ch.)	65. K. to Kt.'s 3rd.
66. K. to his sq.	66. P. to Q. Kt.'s 5th.

And White RESIGNED THE GAME AND THE MATCH. (*a*)

* Apprehensive of Black's taking the B. and then marching his P. to promotion.

(*a*) The duration of this the final game was no less than Fourteen Hours! At its termination the score stood as follows:—

	Games.
Mr. Staunton	11
M. St. Amant	6
Drawn	4
Total	21

SYNOPSIS OF THE CONTENTS OF BOOK V.

CHAPTER

I. The Odds of giving Checkmate on a particular Square.
II. The Odds of giving Checkmate with a particular Piece.
III. The Odds of giving Checkmate with a Marked Pawn.
IV. The Odds of giving Checkmate with a Pawn.
V. The Odds of Drawn Games, and of Betting Two to One.
VI. The Odds of giving all the Pieces for Two Moves each time.
VII. The Odds of giving the King the Knight's Move.
VIII. The Odds of giving the Queen the Knight's Move.
IX. The Odds of the Castled King.
X. The Odds of the Losing Game.
XI. The Odds of Additional Pawns.
XII. The Odds of giving the Queen.
XIII. The Odds of the Queen's Rook.
XIV. The Odds of the Queen's Rook in exchange for the Queen's Knight, &c.
XV. The Odds of giving a Knight.
XVI. The Odds of a Knight in Exchange for the Pawn and Move, &c.
XVII. The Odds of giving the Pawn and Three Moves.
XVIII. The Odds of giving the Pawn and Two Moves.
XIX. The Odds of giving the Pawn and Move.
XX. The Odds of giving a Pawn for the Move.
XXI. The Odds of giving the two first Moves.
XXII. Chess Problems.

BOOK V.

ON ODDS.

The concurrent testimony of the chief writers who have treated on the origin of Chess would seem to prove that at an early stage of its invention the moves were governed by the casts of dice. At what period the game was so controlled, whether, as some contend from its first birth, or whether, as Sir William Jones thinks, dice was only a comparatively modern innovation, introduced to regulate a more complex and imperfect game, we have no means now of ascertaining. But however this may be, it was not, we apprehend, till after chance had been abolished in the regulations of the game, that the art of giving Odds was made a study and a system—then, indeed, when the game became a trial of pure skill, it is reasonable to suppose no long time would elapse before the disparity in the powers of different players would occasion the adoption of some means to equalize their force.

The felicity displayed by the Oriental players in the invention of these odds, and their extraordinary skill in giving them, may be gathered from such Eastern works upon the game as have come down to us. Such works unfortunately are very rare. They consist for the most part, too, of problems and end-games only, but no one can study these beautiful productions, without the conviction that at a very early age Chess-playing in the East must have reached a height of excellence, which if equalled in modern times has never been surpassed.

The only European Chess writer who has enlarged on the subject of those eccentric and peculiar Odds, which we owe to the genius of the Indian players, is Pietro Carrera,* an Italian

* "Il Gioco degli Scacchi di D. Pietro Carrera, diviso in otto Libri, &c. In Militello, 1617."

author but little known in this country, notwithstanding an excellent translation of his rare treatise was published by Mr. Lewis some years ago. From this work we shall take the liberty of extracting Carrera's observations on—

"The Odds of giving Checkmate on a particular square."

"The Odds of giving Checkmate with a particular Piece."

"The Odds of giving Checkmate with a marked Pawn."

"The Odds of giving Checkmate with a Pawn."

"The Odds of the drawn games."

"The Odds of betting two to one."

"The Odds of giving all the Pieces, for two moves each time."

"The Odds of giving the King the Knight's move."

"The Odds of giving the Queen the Knight's move."

"The Odds of the Castled King."

CHAPTER I.

The Odds of giving Checkmate on a Particular Square.

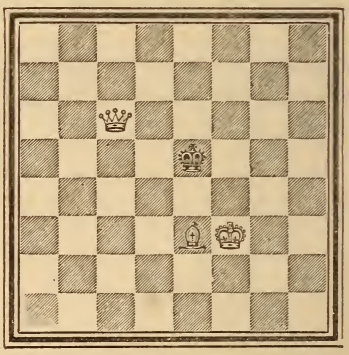
"The difference in the skill of players has given rise to odds, in order to make the game equal. There are various kinds of odds; some frequently given, others but seldom. Yet all ought to be known by those who wish to excel in the game. In the first place, the Odds of giving Checkmate on a particular square may be understood in two ways, either that the King, when checkmated, must be on the square named, or that the Piece that gives the checkmate must be on that particular square: the first of these is equal to giving a Knight, the second not quite so much. He who gives the checkmate on any other square than the one named loses the game. The player who receives the odds should choose one of the squares in the middle of the Board, which makes it more difficult to win, and should keep the King as far from it

as possible. The King and Queen only, at the end of the game, are not sufficient to win."

Carrera gives no examples of these odds, nor are we aware of any games of the kind which have been preserved. The following beautiful position, however, by M. Szen, supposed to be the termination of a game when checkmate was to be given on a particular square, may help to show the difficulty of the odds.

No. 1.

BLACK.



WHITE.

White having to play engages to checkmate his adversary in six moves, and that the Black King, when mated, shall be on his Q's 4th square.*

* Solutions to the diagrams in these chapters will be found at the end of the Book.

CHAPTER II.

The Odds of Checkmating with a Particular Piece.

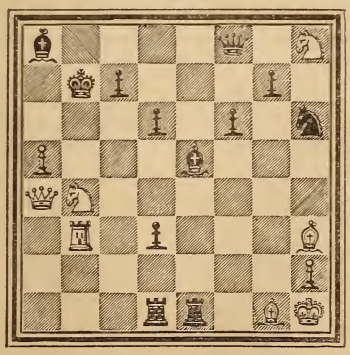
"These odds are seldom given, as they are very troublesome and difficult. If the checkmate is to be given with a Queen, and it be allowed that the Pawns may become Queens and checkmate, the odds are equal to rather less than a Knight: if the original Queen must give the mate, it is equal to giving a Rook: if one particular Rook is to win, it is equal to rather more than a Knight and Bishop: if either of the Rooks, then it is equal to giving a Rook: if one particular Knight or Bishop, it is equal to giving a Rook and Knight: if either of the Knights, or Bishops it is equal to rather more than giving a Rook.

"The player giving the odds must take especial care of the Piece that is to win, without exposing his King; his adversary should endeavour, at the risk of all his Pieces, to win the marked Piece. The player who gives the odds, loses the game if he checkmate with any other Piece than the one named."

The following position by Mendheim will illustrate this kind of odds.

No. 2.

BLACK.



WHITE.

White engages to checkmate with his K. Kt. (now at K. R's 8th) in eight moves.

CHAPTER III.

The Odds of giving Checkmate with a Marked Pawn.

"To give checkmate with a marked Pawn is more difficult than the others, and is considered equal to giving a Queen. He who gives the odds should select the King's Knight's Pawn, as being the easiest to defend, and because, in defending it, you at the same time defend your own King, which ought to Castle on that side. If the Pawn advances to Queen and checkmates, the conditions are not fulfilled; the same is to be understood of the other Pawns, though some hold a contrary opinion. Giving checkmate with any other Piece or Pieces loses the game."

Subjoined is an example of these difficult odds, which occurred between the Author and the Hon. Mr. T. some years ago, and which is perhaps the only game of the kind ever printed.

In this game White places a ring or cap (from whence it is sometimes called Pion Coiffé) on his King's Knight's Pawn, and engages to checkmate *with that Pawn.*

(Before playing over the moves, the reader should put a thimble or some distinguishing mark on White's King's Knight's Pawn.)

WHITE: (Mr. S.)	BLACK. (Hon. Mr. T.)
1. Q. Kt. to B's 3rd.	1. P. to K's 4th.
2. Q. Kt. to K's 4th.	2. P. to Q's 4th.
3. Q. Kt. to K. Kt.'s 3rd.*	3. P. to K. B's 4th.
4. P. to K's 3rd.	4. K. B. to Q's 3rd.†
5. P. to Q. B's 4th.	5. P. to K. R's 4th.‡
6. Kt. takes K. R. P.	6. Q. to K. Kt.'s 4th.

* To cover the marked Pawn and render it less assailable by the enemy's Pieces.

† He feared to attack the Kt. with his B's Pawn, on account of the check with White's Q. at K. R's 5th.

‡ This Pawn was thrown forward as a lure, Black thinking that if his adversary took it, by playing the Q. to K. Kt.'s 4th, he should presently win the Kt.

7.	Q. Kt. to K. Kt.'s 3rd.	7. P. to K. B's 5th.
8.	P. takes P.*	8. P. takes P.
9.	P. to Q's 4th.	9. Q. to K. Kt.'s 3rd.†
10.	K. B. to Q's 3rd,	10. Q. to K. R's 3rd.‡
11.	Q. to K. R's 5th (ch.)	11. Q. takes Q.
12.	Kt. takes Q.	12. R. takes Kt.
13.	B. to K. Kt.'s 6th (ch.)	13. K. to his 2nd.
14.	B. takes R.	14. K. Kt. to B's 3rd.
15.	K. B. to his 3rd.	15. P. to K. Kt.'s 4th.
16.	P. to Q. B's 5th.	16. P. to K. Kt.'s 5th.
17.	P. takes B. (ch.)	17. Q. B. P. takes P.
18.	K. B. takes K. Kt. P.§	18. B. takes B.
19.	Q. B. takes P.	19. Kt. to K. R's 4th.‖
20.	B. to K. Kt.'s 3rd.	20. Q. Kt. to B's 3rd.
21.	P. to K. R's 3rd.¶	21. B. to K's 3rd.
22.	K. Kt. to K's 2nd.	22. R. to K. Kt.'s sq.
23.	Q. R. to Q. B's sq.	23. B. to K. B's 4th.
24.	Q. R. to B's 3rd.	24. B. to K's 5th.
25.	R. to K's 3rd.	25. Kt. to Q. Kt.'s 5th.
26.	K. to Q's 2nd.	26. Kt. takes Q. R. P.
27.	K. R. to Q. R's sq.	27. Kt. to Q. Kt.'s 5th.
28.	R. takes Q. R. P.	28. Kt. to Q. B's 3rd.

* If White, instead of this move, had played his K. Kt. to B's 3rd, Black would have left the Queen *en prize*, and won the game off-hand by moving his Q. B. to K. R's 6th.

† He would clearly have lost his Queen by taking the Kt.

‡ If Black had checked with his Queen on either of his last two moves, White would have interposed the Queen, in hopes to effect an exchange, and to do so would willingly have left his Kt. to be taken. Black now threatens to win the Pawn immediately by moving his Queen to K. R's 6th, next move.

§ He would have lost the game if he had not taken this Pawn.

‖ A weak move.

¶ "P. to K. B's 3rd," for the purpose of bringing the King to B's 2nd, appears a stronger move, but in reality it would lose the game, (*e. g.*):—

	WHITE.	BLACK.
21.	P. to K. B's 3rd.	21. B. to K's 3rd.
22.	Kt. to K's 2nd.	22. R. to K. Kt.'s sq.
23.	K. to B's 2nd.	23. B. to K. R's 6th.
24.	P. takes B.	24. Kt. takes B.

and play as White can, his adversary by moving the Rook to K. R's sq. must win the Capped Pawn.

29. R. takes P. (ch.)	29. K. to his 3rd.
30. R. to K. R's 7th.	30. R. to Kt.'s 4th.
31. R. takes B. (ch.)	31. P. takes R.
32. R. takes Kt.	32. R. takes R.
33. Kt. to K. B's 4th (ch.)	33. K. to his 2nd.
34. Kt. takes R.	34. Kt. takes Q. P.
35. K. to his 3rd.	35. Kt. to Q. B's 7th (ch.)
36. K. takes K. P.	36. Kt. to K's 8th.*
37. B. to K. R's 4th (ch.)	37. K. to Q's 2nd.
38. Capped P. to Kt's 4th.	38. K. to Q. B's 3rd.
39. P. to K. B's 4th.	39. Kt. to Q. B's 7th.
40. P. to K. B's 5th.	40. P. to Q's 4th (ch.)
41. K. to B's 4th.	41. P. to Q's 5th.
42. B. to K. B's 2nd.	42. P. to Q's 6th.
43. B. to K's 3rd.	43. Kt. to Q's 5th.†
44. K. to his 4th.	44. P. Q's 7th
45. B. takes P.	45. Kt. to Q. Kt.'s 6th.
46. B. to K's 3rd.	46. K. to Q's 3rd.
47. Kt. to K. B's 6th.	47. K. to Q. B's 3rd.
48. P. to K. R's 4th.	48. Kt. to Q. R's 4th.
49. P. to K. R's 5th.	49. Kt. to Q. B's 5th.
50. B. to K. B's 4th.	50. Kt takes P.
51. P. to K. R's 6th.	51. Kt. to Q. R's 5th.
52. P. to K. R's 7th.	52. Kt. to B's 4th (ch.)
53. K. to his 3rd.	53. K. to Q. Kt.'s 4th.
54. Kt. to K's 4th.	54. Kt. to Q. R's 3rd.
55. P. to K. R's 8th, becoming a Queen.	55. K. to R's 4th.
56. Q. to Q. B's 3rd (ch.)	56. K. to Kt.'s 4th.
57. Q. to Kt.'s 3rd (ch.)	57. K. to R's 4th.
58. Kt. to Q. B's 3rd.	58. Kt. to Q. B's 4th.
59. B. to Q. B's 7th (ch.)	59. K. to R's 3rd.
60. Q. to Kt.'s 5th (ch.)	60. K. to R's 2nd.
61. Q. takes Kt. (ch.)	61. K. to R's 3rd.‡
62. Q. to R's 5th (ch.)	62. K. to Kt.'s 2nd.
63. K. to his 4th.	63. K. to B's sq.
64. Q. to R's 7th.	64. K. to Q's 2nd.

* Attacking the "game Pawn."

† Well played. If the B. takes the Kt. the Pawn goes on.

‡ He purposely lays himself open to Mate.

65. Q. to Kt.'s 7th.	65. K. to K's 2nd.
66. Q. to her B's 8th.	66. K. to B's 3rd.
67. B. to Q's 8th (ch.)	67. K. to Kt.'s 2nd.
68. Q. to K's 6th.	68. K. to B's sq.
69. Q. to K's 7th (ch.)	69. K. to Kt.'s sq.
70. Kt. to Q's 5th.	70. K. to R's sq.
71. Capped P. to Kt.'s 5th.	71. K. to Kt.'s sq.
72. Capped P. to Kt.'s 6th.	72. K. to R's sq.
73. K. to his 5th.	73. K. to Kt.'s sq.
74. Kt. to B's 6th (ch.)	74. K. to R's sq.
75. Capped P. to Kt's 7th.	

Giving Checkmate.*

CHAPTER IV.

The Odds of Checkmating with a Pawn.

"To give Checkmate with any Pawn, though known only to a few, is not great odds, being equal to giving two Pawns. If the player who gives the odds loses all his Pawns, or checkmates with any other Piece, he loses the game; his adversary should, therefore, endeavour to exchange Pawns, but he must be very careful not to exchange a Piece for two Pawns, unless he be sure of exchanging all his Pawns, even with the loss of all his Pieces. It is not good play in him who receives the odds to expose his King to a checkmate from the Pieces, because his adversary will not checkmate him, but will force him, by checks or otherwise, to lose Pieces or Pawns, and thus, by weakening him, make it easier to win."†

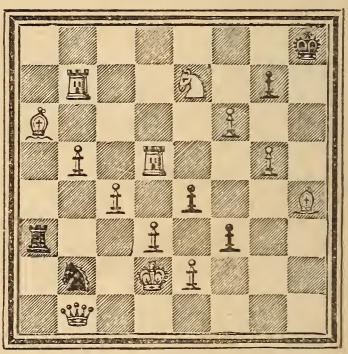
* This is not a very favourable specimen of these singular odds. The same parties played many games of this description, and the present is perhaps the weakest, but being also the shortest, it was remembered, while the longer and more stubborn combats were forgotten.

† The student will find many striking examples of end-games at these odds, in the "Trevangadacharya Shastree, translated from the original Sanscrit, printed for the author, by M. D. Cruz, Bombay, 1814." He may also consult the stupendous collection of Problems by Mr. Alexandre, entitled "The Beauties of Chess. London: Barthes and Co. 1846."

The subjoined diagram, from an oriental MS., is an exemplification of the checkmate with a Pawn.

No. 3.

BLACK.



WHITE.

White undertakes to mate with a Pawn in eleven moves.

CHAPTER V.

The Odds of the Drawn Games and of Betting Two to One.

"The player who allows every drawn game to be counted as won by his adversary, gives odds equal to the King's Pawn and move. We do not here include the stalemate as a drawn game, because it is a distinct kind of itself, although the result be the same as other drawn games. These odds are equal to the value of a Pawn, between middling and good players; but if between those who know but little of the game, they may be considered as nearly equal to a Piece. The party giving the odds should guard his King so as to prevent perpetual checks, or other methods of drawing the game; for he has not only to avoid checkmate, but also drawn games. He who receives the odds should try to check the adverse King, or to bring the game into such a position, that if the adversary is determined to break through, he must lose

some Pawns or Pieces; the inferior player should not break through, but play for the drawn game. Betting two to one is equivalent to giving the drawn games; that is, between middling or good players, equal to a Pawn and move, and between bad ones not less than a Piece."

CHAPTER VI.

The Odds of giving all the Pieces for two Moves each time.

"Some persons are of opinion that one party taking off all his Pieces and remaining with the King and Pawns only, has an equal game with his adversary, provided he be allowed two moves each time. I do not agree with them, for I think that the player who has the Pieces has the better game, but he must play with caution, particularly the Pawns; examining if his adversary's two moves can gain anything; moreover, he should endeavour to prevent the advance of the Pawns by opposing his own Pawns and Pieces, for if he succeeds in blocking up his adversary's Pawns, the Pieces will unquestionably win. The Pawns will gain if either of them becomes a Queen, for in a few moves she will take all the adversary's Pieces. It is not material which party begins the game: he who has the Pieces should always begin by playing a Pawn one step; while he who has the Pawns should begin by advancing a Pawn two steps. The player of the Pieces should endeavour to exchange two of his Pawns for one, or a minor Piece for two Pawns. Before an exchange of Pawns has taken place, he should not move out the Queen or the other Pieces, nor give check, because the adversary may be able to interpose a Pawn, and take the Piece that checked; when a Knight checks, it should be defended, because the King can take it in his two moves."

CHAPTER VII.

The Odds of giving the King the Knight's Move.

"Some persons give this kind of odds, allowing the adversary's King to have the move of the Knight besides his

regular move. I do not deny that an agreement does away with every law; but this appears to me improper, on account of the check and mate which the King may give the other at the distance of a Knight's move; a power which ought not to belong to a King; however, as the odds are given, we will examine them.

"In the first place, he who receives the odds has two advantages, one in the power of moving the King like a Knight, and the other the difficulty of being checkmated, as it requires more force than usual to checkmate, so that the move of the Knight, added to that of the King. is evidently equal to a Knight, and the difficulty of checkmating must be nearly equal to another Knight; the odds, therefore, of giving the King the Knight's move are equal to a Rook and a Pawn. He who gives the odds must observe that, in order to give checkmate, he must have at least the Queen and another Piece, or the two Rooks; and even then he must be careful, or he will not be able to checkmate in twenty-four moves. He who receives the odds should not play his King out early in the game; in the middle of the game he may be played, but with caution; towards the end he should be played often, because then he is the most valuable Piece, still, however, with care and not rashly."

CHAPTER VIII.

The Odds of giving the Queen the Knight's Move.

"The odds of allowing the Queen to move like a Knight are sometimes given, and with respect to the effect is most important, for she is able without any assistance to checkmate, and by entering into the enemy's game, frequently does him much injury, but with respect to itself the odds are equal to a Knight. It is, however, true, that if an excellent player receive the odds of an indifferent one in return for some Pieces or Pawns, it may be considered as more than a Rook; but if he give it to the inferior player, experience proves that it is not quite equal to a Knight, the value depending on the knowledge how to use it.

"The player giving the odds should keep his game close and united, not allowing the Queen to enter, and endea-

vouring to exchange Queens, even with the loss of Pawns or a Piece. He who receives the odds should be careful to avoid those checks which may force him to interpose the Queen. He ought not to suffer the Queen to remain inactive, but should venture into the adversary's game, as it seldom happens that she can be confined, and her return prevented."

CHAPTER IX.

The Odds of the Castled King.*

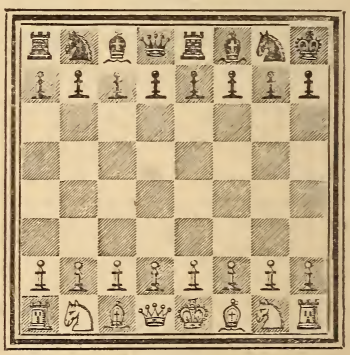
"The manner of giving these odds is to allow your adversary, before any moves have been played, to place his King on the Rook's square and the Rook on the King's. There are two ways of placing them; one is the King on the King's Rook's square, and the King's Rook on the King's square; the other is the King on the Queen's Rook's square, and the Queen's Rook on the King's square. The first way of placing them, however, is always understood when these odds are given. It is equal to giving rather less than two Pawns. The second way is rather more; that is to say, not quite equal to giving a Piece. Of the second way of placing the King, it is not necessary to say more; on the first we shall enlarge. He who receives the odds should play the King's Pawn two squares, and, as soon as he can, the Queen's Pawn two squares, and although sometimes an exchange takes place, he should endeavour to have two Pawns united on the King's and Queen's file; he should not delay advancing one or both Bishop's Pawns, and with the Pieces behind them he will have a good attacking and defensive game. He should be careful of the adversary's King's Knight, which with the Rook's Pawn is often very dangerous. The same may be observed of the adverse King's Bishop at the Queen's Bishop's fourth square; it will therefore be proper to make exchanges with these two Pieces; care should be taken so to

* Carrera's description and examples of the odds of the "Castled King" are amplified to an extent for which we have not space, and as these odds, however interesting, are not adapted to our mode of Castling, the squares on which the King and Rook would require to be played being already occupied by the Bishop and Knight, we have not hesitated to compress his remarks considerably.

advance the Pawns and Pieces as to prevent the adversary from Castling, and making the game even. The player giving the odds should not play a confined game, as many do, because it enables his adversary to crowd his game. If the party receiving the odds begin with King's Pawn two squares, so should the other, endeavouring to exchange Pieces and Pawns, for the odds dwindle to nothing if the Pieces be exchanged; besides he will then be able to place the King in safety, and will have a better game than his adversary, owing to his superior knowledge of the game."

Carrera then proceeds at great length to point out the best modes of opening for both parties, but we prefer giving a few of his examples, rather than his general rules; and to render them clearer, we shall begin by exhibiting a diagram of the board and men at starting.

BLACK.



WHITE.

White gives Black the Odds of the "Castled King" and the Move.

First Game.

BLACK.	WHITE.
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to K. B's 3rd.	2. P. to K. B's 4th.
3. P. to K's 4th.	3. Q. P. takes P. or (A.)
4. P. takes P.	4. P. takes P.
5. K. R. takes P.	5. K. Kt. to K. B's 3rd.

White has a good game.

(A.)

	3. K. Kt. to B's 3rd.
4. P. to K's 5th, or (B.)	4. K. Kt. to his sq. and afterwards playing P. to K's 3rd, will have a strong game.

(B.)

4. K. P. takes Q. P.	4. Q. or Kt. takes P.
5. P. to Q. B's 4th.	5. Must remove the Piece attacked, and Black has the better game.

Second Game.

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. to K's 5th.	2. Q. B. to K. B's 4th.
3. P. to Q's 4th.	3. P. to K's 3rd.
4. P. to K. B's 4th.	4. P. to K. R's 4th.
5. P. to Q. B's 3rd.	5. K. Kt. to K. R's 3rd.
6. Q. takes K. R. P. or (A.)	6. K. Kt. to K. Kt.'s 5th.
7. Must lose the Q. or be checkmated by the Kt.; taking the Pawn with the Q. was therefore a very bad move.	

(A.)

6. P. to K. R's 3rd.	6. K. Kt. to his 5th.
7. P. takes Kt.	7. P. takes P. (dis. ch.)
8. K. Kt. to R's 3rd.	8. P. takes Kt.
9. P. takes P. or (B.)	9. Q. B. takes P.

Black must lose the game.

(B.)

9. P. to K. Kt.'s 4th.	9. B. to K's 5th (ch.)
10. K. to R's 2nd.	10. Q. to K. R's 5th.
11. Q. B. to K's 3rd.	11. Q. B. to K. B's 6th.
12. K. B. to K's 2nd.	

(If he take the B. he loses the R.

White has the better game.

Third Game.

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. takes P.	2. Q. takes P.
3. Q. Kt. to B's 3rd.	3. Q. to her sq.
4. P. to Q's 4th.	4. Q. B. to K. B's 4th.
5. Q. B. to K. B's 4th.	5. P. to Q. B's 3rd.

6. P. to Q's 5th.	6. K. Kt. to B's 3rd or (A).
7. P. takes P.	7. Q. takes Q.
8. P. takes P.	8. Q. B. to K's 5th.
9. Kt. takes Q. B.	9. Q. to her 4th.
10. Kt. to Q's 6th (ch.) or (B.)	10. K. to Q's sq. or Q's 2nd.
11. Q. R. to Q's sq.	

White must lose the game.

(A.)

	6. P. takes P.
7. Kt. takes P.	7. Q. B. takes Q. B. P.
8. Q. takes Q. B.	8. Q. takes Q. Kt.
9. Q. to B's 8th (ch.)	9. Q. to her sq.
10. K. B. checks.	10. Q. Kt. to B's 3rd.
11. K. B. takes Kt. (ch.)	11. P. takes B.
12. Q. takes P. (ch.)	12. Q. to Q's 2nd.
13. Q. takes R. (ch.)	

And wins.

(B.)

10. K. B. checks.	10. Q. Kt. to Q's 2nd.
(If the Q. take, Black checks K. and Q. with the Kt.)	
11. Kt. takes K. Kt. (ch.) or (C.)	11. K. Kt. P. takes Kt.
12. K. B. takes Kt. (ch.)	12. K. takes B.
13. Q. R. to Q's sq.	

And wins easily.

(C.)

11. Q. R. to Q's sq.

And White can neither take the Bishop nor Pawn without losing his Queen.

White's 4th move (Q. B. to K. B's 4th) is not well played; he ought to move P. to K's 3rd, or K. Kt. to B's 3rd.

White's 5th move should be P. to Q. R's 3rd, instead of P. to Q. B's 3rd, and then K. Kt. to K. B's 3rd sq.

White, on the 7th move, should not take the Queen; he ought to take the Pawn.

Carrera concludes the chapter on the "Castled King," by directions for the players when one gives these odds for the first move, or the first two moves; and from the copiousness of his remarks and the pains he takes with the subject, we infer that the "Castled King" was a favourite description of odds among the players of his time and country. Looking at the examples he gives of the game, however, we must confess it strikes us that both the attack and defence might be much improved.

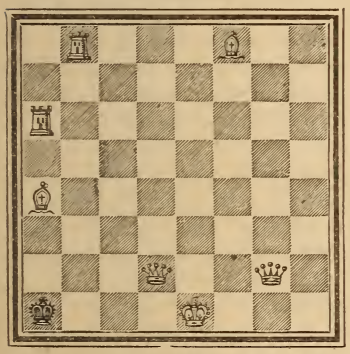
CHAPTER X.

The Odds of the Losing Game.

Of these odds, where one player undertakes to compel his adversary to win, we find no mention in Carrera, or any other of the old European authors; although, to judge from the extent and variety of problems which turn upon this condition, that are to be found in early works, these odds must have been much practised, especially in India, formerly.

Subjoined are two beautiful examples of the "Losing game," by M. D'Orville.

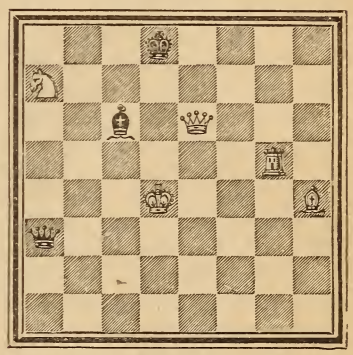
BLACK.



WHITE.

White compels Black to mate him in six moves.

BLACK.



WHITE.

White compels Black to mate him in six moves.

CHAPTER XI.

The Odds of Additional Pawns.

This description of game, which consists of one player's giving the other permission to have an extra number of Pawns on the board at starting instead of a Queen, will be better understood from the following account of it, which is given in the "Chess Player's Chronicle," vol. V., p. 375.

"The game of the Pawns was first invented by the cele-

brated M. de Legalle, Philidor's Chess instructor: and is founded on the fact, proved by experience that between two first-rate players, the Queen is worth eight extra Pawns; or rather, strictly speaking, seven Pawns and a half. The one player, therefore, on commencing the game, plays with his ordinary Pieces; but the other takes off his Queen, and places eight extra Pawns on the board instead, thus playing with sixteen Pawns. As the eight Pawns are thought to have a slight advantage, in the following game seven Pawns are only allowed the same player for his Queen, who thus has the value of seven and a half in each game. Such is the result of the long experience of this game acquired by constant practice during many years by MM. Deschapelles and De la Bourdonnais.

"It may be added, that of these two great players M. Deschapelles played the side of the Pawns best, and his competitor that of the Pieces, as ordinarily arranged. They were accustomed to take the two descriptions of force by turns at alternate sittings.

"This game then only differs from ordinary chess in respect to the extra Pawns allowed in lieu of the Queen. Castling is permitted to both parties as usual. The extra Pawns, however, may not, either of them, advance two squares at their first moving. The eight ordinary Pawns retain their old privilege of moving two squares at starting. All the Pawns capture *en passant*.

"You may place your extra Pawns, on beginning the game as you will, but only on your own half of the board. The strongest position for them is on the King's Bishop's third and fourth squares, King's Knight's third and fourth squares, Queen's Bishop's third and fourth squares, and Queen's Knight's third and fourth. To place them on the centre files is less advantageous, as crowding the march of the Pieces. If, however, you are contending with a superior player who can allow you nine or ten Pawns for your Queen, you will then place your Pawns with advantage on your King's fourth and Queen's fourth. To set up any of the extra Pawns on the Rook's files is evidently injudicious, as curtailing them of above half their weight and power.

"One of the chief beauties of this variety of the ordinary game arises from its affording such facilities of rendering odds. Thus if you are accustomed to give your friend the

Rook at the common game, you here allow him eleven or twelve Pawns for the Queen instead; which is found to be about the same odds; or if you yourself prefer playing the Pawns, you receive at least five Pawns for your Queen. The difference of one Pawn at this point is immense. If you can give your friend the Rook and Knight, you will find you can hardly give up the Queen under three extra Pawns in return.

"Place the extra Pawns on the Bishop's files in preference to the Knight's files. Some players frequently change their mode of placing the Pawns; and having eight Pawns allowed for the Queen, seat them, two on each Bishop's file, one on each Knight's third square, and the other two on the King's and Queen's fourth respectively.

"Supposing a first-rate player then to start with eight Pawns instead of his Queen, as placed in our descriptive manner: he begins by pushing his King's Pawn two steps, and Queen's Pawn two, then posts the Bishops at King's third and Queen's third, and the Knights at King's second and Queen's second: prepared for Castling, but not committing his position by Castling directly. He keeps his Pawns in a compact form; fixing one immediately at King's fifth, or Queen's fifth, according to his opponent's tactics. The player of the Pawns must beware of separating them into several bodies. The utmost nicety of calculation is requisite when an offer is made to change Pawn for Pawn. If you once let the Queen get behind your Pawns, all is speedily over.

"The player of the Queen against the Pawns must do all he can to break through before the Pawns advance and crush him. Here lies the interest of the game. All turns on judicious sacrifices of Pieces and Pawns. A Knight for two Pawns is well bestowed; and generally speaking, exchanges of Pawns tell in the Queen's favour. The Queen's side has the difficulty to encounter of finding out the exact time when to sacrifice. You must be quite prepared to give up about two minor Pieces early, in order to break in; but if your sacrifices are made too soon, they do not tell on the heavy phalanx of Pawns; and if made too late, your Queen is shut up.

"The player of the Queen begins by moving the King's Pawn and Queen's Pawn each one step. He places the Knights on the respective Rooks' third squares, moves the Bishop's Pawns each one step, to prevent the Pawns immediately attacking

his Knights, and seats the King's Bishop at King's second in readiness for Castling; which move must not, however, be made prematurely. The modes of opening described by us on both sides were those which were always practised by De la Bourdonnais and Deschapelles. The player of the Queen will observe the great strength of the adverse Bishops, from their peculiar power of supporting Pawns; and will consequently aim at getting them speedily off the board. In such case it is frequently good play to sacrifice a Rook for a Bishop. On the other hand the player of the Pawns knowing equally the importance of his Bishops, regulates his conduct accordingly.

"The player of the Queen will soon learn not to set too high a price upon his Rooks; and aim especially at making a clear breach through the adverse Pawns. If he can carve a passage through their centre, the Queen will win. It is perhaps needless to state that the game finishes in the usual way by giving checkmate, or by stalemate, or any other description of drawn game.

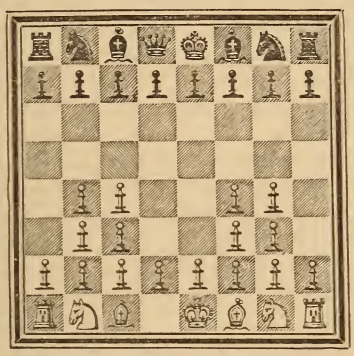
"Unless specially agreed to the contrary, the side with the extra Pawns always has the first move. A first-rate player, who at the common game can give his adversary the Pawn and two moves, will at the game of the Pawns allow him ten extra Pawns in lieu of his Queen; or will take off his own Queen on receipt of six extra Pawns himself. If at the usual game he can only give the Pawn and move to his opponent, he will here allow nine Pawns for the Queen, or in lieu of his own Queen take seven Pawns. It being usual to play the Queen's side and the Pawns' side alternately, it certainly appears to us that the game of the Pawns must be particularly acceptable to players giving or taking the Pawn and move, or Pawn and two moves, at the ordinary game, as leading to great variety of combination, and to so many difficult and beautiful positions; the stronger player perhaps having in one game to contend with his Queen against ten Pawns, and in the next waging war with six or seven Pawns against a Queen; thus altogether avoiding the monotony of the openings of those games in which the odds of Pawn and move, and Pawn and two moves are given."

The following diagram of the position of both parties at the opening, with the annexed game, will perhaps enable the

reader to form a better judgment upon the merits of this kind of odds than any description can do.

GAME OF THE PAWNS.—M. DESLOGES GIVES M. KIESERITZKY EIGHT EXTRA PAWNS FOR HIS QUEEN.

BLACK.



WHITE.

WHITE. (M. K.)	BLACK. (M. D.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q's 4th.
4. P. to K's 5th.	4. Q. B. to Q's 2nd.
5. Q. B. to K's 3rd.	5. Q. Kt. to R's 3rd.
6. P. to Q. R's 3rd.	6. Q. Kt. to Q. B's 2nd.
7. P. to Q. R.'s 4th.	7. P. to Q. R's 4th.
8. P. to Q. Kt.'s 5th.	8. P. to Q. Kt.'s 3rd.
9. K. Kt. to K's 2nd.	9. P. to Q. B's 4th.
10. Q. Kt. to Q's 2nd.	10. Q. R. to Q. Kt.'s sq.
11. Castles.	11. K. B. to K's 2nd.
12. P. to K. B's 5th.	12. P. to K. B's 3rd.
13. P. to to K. B's 4th.	13. K. Kt. to R's 3rd.
14. P. takes K. P.	14. Q. B. takes K. P.
15. P. to K. R's 3rd.	15. Q. B. takes K. Kt.'s P.
16. P. takes B.	16. K. Kt. takes P.
17. Q. Kt. to K. B's 3rd.	17. Q. to Q's 2nd.
18. Q. B. to Q's 2nd.	18. P. to K. B's 4th.
19. Q. Kt. to K's sq.	19. P. to K. R's 4th.

20. P. to K. B's 3rd.	20. K. Kt. to K. R's 3rd.
21. K. to K. B's 2nd.	21. Q. Kt. to K's 3rd.
22. P. takes Q. P.	22. Q. takes Q. P.
23. K. B. to Q. B's 4th.	23. Q. to her 2nd.
24. P. to Q's 5th.	24. Q. Kt. to K. B's sq.
25. Q. Kt. to Q's 3rd.	25. Q. Kt. to K. R's 2nd.
26. P. to Q's 6th.	26. K. B. to Q's sq.
27. K. B. to Q's 5th.	27. Q. R. to Q. B's sq.
28. P. to Q. B's 4th.	28. P. to K. Kt.'s 4th.
29. K. Kt. to Q. B's 3rd.	29. P. to K. R's 5th.
30. P. takes K R. P.	30. P. takes K. B. P.
31. Q. B. takes P.	31. B. takes K. R. P.
32. P. to K. Kt.'s 3rd.	32. B. to K. Kt.'s 4th.
33. P. to K's 6th.	33. Q. to K. Kt.'s 2nd.
34. P. to Q's 7th. (ch.)	34. K. to his 2nd.
35. Q. Kt. to K's 5th.	35. Q. R. to Q. B's 2nd.
36. Q. Kt. to Q. B's 6th (ch.)	36. Q. R. takes Kt.
37. P. takes R.	37. B. takes Q. B.
38. P. takes B.	38. K. to Q. sq.
39. Kt. to Q. Kt.'s 5th.	39. Q. takes Q. Kt.'s P.
40. P. to Q. B's 7th (ch.)	40. K. to his 2nd.
41. Q. R. to Q. B's sq.	41. Q. Kt to K. B's 3rd.
42. P. to Q. B's 8th "Queens."	42. Q. Kt. to K. Kt.'s 5th (ch.)
43. P. takes Kt.	43. Kt. takes P. (ch.)
44. K. to Kt.'s 3rd.	44. Q. to K. Kt.'s 2nd.
45. P. to Q's 8th. "Queens" (ch.)	45. R. takes Q.
46. Q. to B's 7th (ch.)	

And wins.

CHAPTER XII.

On the Odds of Giving the Queen.

This description of odds is occasionally given at the present day, although rarely, and only to the mere novice. From the observations regarding it by Carrera, we should suppose that in the olden time it was much more frequently practised, and was then diversified by modifications which are never thought of in our degenerate times:—"These odds may be given in several

ways; in the first place, by one party depriving himself entirely of the Queen. This is very great odds, and can only occur between players of great inequality of skill. Secondly, one player has a Queen, and allows one of his adversary's Pawns to move as a Queen, so that he has two Queens: this is about a Knight less than the first was, because a Queen is given for a Pawn, and the player giving the odds can move his Queen to more advantage than his adversary can either of his, and may probably be able to gain something which he could not have done had he no Queen, and his adversary only one. Thirdly, one player allows one of his adversary's Rooks to act as a Queen: this is considered as rather more than giving a Rook, and of course it would be still more if one of the Bishops were allowed to become a Queen. If one party takes off the Queen, and the other a Rook, this is equal to giving a Rook and Pawn, and perhaps more: the odds will be still greater, if one party takes off a Queen, and the other a Knight or Bishop."

As an exemplification of the odds, we append a smart game played by Mr. Cochrane without his Queen.

(Before playing this game over, remove White's Queen from the Board.)

WHITE. (Mr. C.)	BLACK. (Amateur.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	3. Q. checks.
4. K. to Q's sq.	4. K. B. to Q. B's 4th.
5. K. Kt. to B's 3rd.	5. Q. to Q's sq.
6. P. to Q's 4th.	6. K. B. to Q. Kt.'s 3rd.
7. Q. B. takes P.	7. P. to K. B's 3rd.
8. P. to K's 5th.	8. K. Kt. to K's 2nd.
9. P. takes P.	9. P. takes P.
10. Q. Kt. to Q. B's 3rd.	10. Q. Kt. to Q. B's 3rd.
11. R. to K's sq.	11. B. to Q. R's 4th.
12. Q. Kt. to K. 4th.	12. B. takes R.
13. Kt. takes K. B. P. (ch.)	13. K. to B's sq.
14. Q. B. mates.	

CHAPTER XIII.

On the Odds of giving the Queen's Rook.*

This description of odds is very commonly given at the present time, both in England and on the Continent, and many instructive examples of the kind will be found in the 1st Book of the present volume. As a general rule, it will be well for the player who takes the odds to remember that the same moves which serve to baffle an attack from the adversary when both parties have their full complement of men, will do so, and with much greater effect, when the defensive player has a piece more, hence it is always advisable in a match game to answer the first player's move of 1. P. to K's 4th with 1. P. to Q. B's 4th, or 1. P. to K's 3rd. At the same time, as more instruction is obtainable from studying the method pursued by the superior opponent in conducting a vigorous attack, it may be often desirable for the second player, on ordinary occasions, to play the open game, and defend himself according to the rules laid down for even play.

The following games at these odds originally appeared in the "Traité des Amateurs," published in Paris, 1775 and 1786:—

Game I.†

BLACK GIVES THE ODDS OF HIS QUEEN'S ROOK.

(Remove Black's Queen's Rook from the board.)

[King's Gambit.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. K. Kt. to B's 3rd.‡
4. P. to K's 5th.	4. K. Kt. to R's 4th.
5. P. to Q's 4th.	5. P. to Q's 3rd.

* Unless there is an express agreement to the contrary, the player giving a piece is by custom entitled to the first move.

† The original notes to these games are occasionally amplified and altered by the author of this volume.

‡ This is not so good a move as the acknowledged one of 3. P. to K. Kt.'s 4th, because the Kt. is compelled to retire home again, or take up a bad position.

6.	K. B. to Q. B's 4th.	6. Q. B. to K. Kt.'s 5th.*
7.	Q. to her 3rd.	7. P. to Q's 4th.†
8.	B. to Q. Kt.'s 3rd.	8. P. to Q. B's 3rd.
9.	Castles.	9. K. B. to K's 2nd.
10.	P. to K. R's 3rd.	10. B. takes Kt.
11.	Q. takes B.	11. Kt. to K. Kt.'s 6th.
12.	R. to K's sq.	12. P. to K. Kt.'s 4th.
13.	Q. Kt. to B's 3rd.	13. Q. Kt. to Q's 2nd.
14.	Q. Kt. to Q's sq.	14. Q. to her Kt.'s 3rd.
15.	P. to Q. B's 3rd.	15. Castles on Q's side.
16.	Q. Kt. to K. B's 2nd.	16. Q. Kt. to K. B's sq.
17.	K. B. to Q. B's 2nd.	17. Q. Kt. to K's 3rd.
18.	P. to Q. Kt.'s 4th.	18. Q. R. to K. Kt.'s sq.
19.	P. to Q. R's 4th.	19. Q. to her sq.
20.	P. to Q. Kt.'s 5th.‡	20. P. to Q. B's 4th.§
21.	R. to Q. sq.	21. P. to K. R's 4th.
22.	Q. B. to Q. Kt.'s 2nd.‖	22. P. to Q. B's 5th.¶
23.	Q. B. to his sq.	23. Q. R. to K. Kt.'s 2nd.**

* The player who receives the odds of a Piece should seek occasion to exchange his Pieces for those of the adversary as often as he can advantageously do so. If in the present instance White instead of playing his Bishop thus, had taken the K's Pawn with Pawn, Black might have taken the K. B. P. with his Bishop (ch.); and then, when the King took his Bishop, have taken the K. P. with his Kt. (ch.), and afterwards the adverse Kt. In an even game this would yield him a decisive advantage; but as it involves an exchange of Pieces, it is very doubtful whether an experienced player would adopt this line of play when giving a Rook or a Knight.

† This is the proper move, as it effectually shuts out Black's K. B. from the attack on the K. B. P. If instead of so playing, White had taken the K. Kt., he would have enabled the adverse Q. to attack both his K. Kt. and his Q. Kt. P. at the same time.

‡ When the Kings are Castled on different sides of the board, it is mostly advisable for each party to advance his Pawns against the adverse King, and endeavour to effect a breach on that side.

§ White plays prudently in not taking the Pawn.

‖ Intending to play forward the Q. B. P., and break up the centre Pawns.

¶ This secures White from any immediate danger, and enables him to pursue his attack upon the enemy.

** Both the "Amateurs" and Mr. Cochrane, who many years ago published a very useful translation of their work, appear to have overlooked the fact that White may now win the game off-hand (*e. g.*):—

		23. P. to K. Kt.'s 5th.
24.	P. takes P. or (A.)	24. Q. Kt. to K. Kt.'s 4th.

And play as Black may he must lose his Queen.

24. Rook to K's sq.	24. K. R. to Kt.'s sq.
25. Q. to her sq.	25. P. to K. Kt.'s 5th.
26. Q. B. to Q's 2nd.	26. P. takes K. R. P.
27. Kt. takes P.	27. K. Kt. to K's 5th.
28. R. takes Kt.	28. Q. R. takes K. Kt.'s (ch.)
29. K. to R's sq.	29. Q. P. takes R.
30. K. B. takes P.	30. Q. R. to K. Kt.'s 6th.
31. K. to R's 2nd.	31. K. R. to K. Kt.'s 5th.
32. Q. B. to K's sq.	32. Q. R. to K's 6th.
33. K. B. to B's 5th.	33. Q. to K. Kt.'s sq.*
34. B. takes R.	34. P. takes B.
35. Kt. to his sq.	35. Q. to K. R's 2nd (ch.)
36. K. to Kt.'s 2nd.	36. Q. to K's 5th (ch.)
37. K. to B's sq.	37. P. to K. Kt.'s 6th.
38. Q. to her 2nd.	

And White mates in three moves.

Game II.

(Remove Black's Queen's Rook from the board.

[The King's Gambit Refused.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.†
3. K. P. takes P.	3. Q. takes P.
4. K. Kt. to B's 3rd.‡	4. P. to K's 5th.
5. K. Kt. to K's 5th.	5. K. Kt. to R's 3rd.§
6. K. B. to Q. B's 4th.	6. Q. to her 3rd.

(A.)

24. Kt. takes P.	24. P. takes Kt.
25. Q. to K. B.'s 2nd.	25. P. takes P. and wins.

* White loses time; he should rather play his Q. to her 4th, and then, if Black took the K. B's P. with the Kt., by playing Q. R. to K. R's 6th (ch.), he mates in two more moves.

† When receiving the large odds of a Rook, the second player can advantageously defeat the attack of the King's gambit by this move.

‡ Q. Kt. to B's 3rd would be better, because it compels the White Queen to retire, and thus gains a move.

§ Q. B. to K's 3rd would cost White a Pawn, as Black in reply would play Q. Kt. to B's 3rd.

7. Q. Kt. to B's 3rd.	7. P. to K. B's 4th.
8. P. to Q's 4th.	8. P. to Q. B's 3rd.
9. Q. Kt. to K's 2nd.	9. Q. B. to K's 3rd.
10. B. takes B.	10. Q. takes B.
11. P. to Q. B's 4th.	11. B. to Q. Kt.'s 5th (ch.)
12. K. to B's 2nd.*	12. Q. Kt. to Q's 2nd.
13. Q. to her Kt.'s 3rd.	13. Q. Kt. takes Kt.
14. K. B. P. takes Kt.	14. K. Kt. to Kt.'s 5th (ch.)
15. K. to B's sq.	15. Q. to K's 2nd.
16. P. to Q. R's 3rd.	16. B. to Q. R's 4th.
17. P. to K. R's 3rd.	17. Kt. to K. R's 3rd.
18. Q. B. takes Kt.	18. P. takes B.
19. Kt. to K. Kt.'s 3rd.	19. K. R. to B's sq.
20. Kt. to K. R's 5th.	20. Castles.
21. Q. to K's 3rd.	21. Q. to K. Kt.'s 4th.
22. Kt. to B's 4th.	22. K. R. to Kt.'s sq.†
23. P. to Q. Kt.'s 4th.	23. B. to Q. B's 2nd.
24. K. to B's 2nd.	24. Q. R. to Q's 2nd.‡
25. P. to K. Kt.'s 3rd.	25. Q. R. to K. Kt's 2nd.
26. R. to K. Kt.'s sq.	26. P. to K. R's 4th.
27. P. to K. R's 4th.	27. Q. to K. Kt.'s 5th.
28. P. to Q. R's 4th.	28. B. to Q's sq.
29. Kt. to K's 6th.	29. B. takes K. R. P.
30. Kt. takes R.	30. R. takes Kt.
31. P. to Q. Kt.'s 5th.	31. P. takes P.§
32. Q. R. P. takes P.	32. B. to Q. sq.‖
33. P. to Q's 5th.	33. P. to K. R's 5th.
34. P. to Q. B's 5th.	34. P. takes K. Kt.'s P. (ch.)

* To avoid exchanging a Piece.

† The "Amateurs" remark correctly that it would be better play to take the Q. P. with Q. R. For example—

	22. R. takes Q. P.
23. Q. takes R.	23. Q. takes Kt. (ch.)
24. K. to Kt. sq. (If the Q. is interposed, mate follows in four moves, and if the K. is moved to his 2nd, the Q. is lost.)	24. R. to Q. sq. And White wins.

‡ White might advantageously take the Q. P. as before with his R. or K. P. with his Bishop.

§ P. to K. B's 5th would be much more to the purpose.

‖ Lost time. P. to K. B's 5th is the winning move.

35. R. takes P.	35. Q. takes R. (ch.)*
36. Q. takes Q.	36. R. takes Q.
37. K. takes R.	37. B. to K. Kt.'s 4th.
38. P. to K's 6th.	38. P. to B's 5th (ch.)
39. K. to Kt.'s 2nd.	39. B. to R's 5th.†
40. P. to Q's 6th.	40. P. to B's 6th (ch.)
41. K. to B. sq.	41. P. to K's 6th.
42. P. to B's 6th.	42. P. to K's 7th (ch.)

And White wins.

Game III.

(Remove Black's Queen's Rook from the Board.)

[Queen's Gambit.]

BLACK.	WHITE.
1. P. to Q's 4th.	1. P. to Q's 4th.‡
2. P. to Q. B's 4th.	2. Q. P. takes P.
3. P. to K's 4th.	3. P. to K's 4th.
4. P. to Q.'s 5th.	4. P. to K. B. 4th.§
5. K. B. takes P.	5. K. Kt. to B's 3rd.
6. Q. Kt. to B's 3rd.	6. K. B. to Q. B.'s 4th.
7. Q. B. to K. Kt.'s 5th.	7. Castles.
8. P. to K. B's 3rd.	8. B. takes K. Kt.
9. R. takes B.	9. P. to K. R's 3rd.
10. Q. B. to K. R's 4th.	10. P. to K. Kt.'s 4th.
11. Q. B. to K. B.'s 2nd.	11. K. B. P. takes P.
12. P. takes P.	12. Q. B. to K. Kt.'s 5th.
13. Q. to her 3rd.	13. Q. Kt. to Q's 2nd.
14. P. to K. R's 3rd.	14. B. to K. R's 4th.
15. P. to K. Kt.'s 4th.	15. B. to K. Kt.'s 3rd.
16. P. to K. R's 4th.	16. K. to Kt's 2nd.

* This wins from the disparity of the forces, but the proper play is B. to K. R's 5th.

† P. to K. B's 6th (ch.) would have been equally decisive, as Mr. Cochrane shows; for suppose—

	39. P. to B's 6th (ch.)
40. K. to B's 2nd.	40. B. to K's 2nd.
41. P. to Q's 6th.	41 B. takes P.
42. P. takes B.	42. K. to Q. sq.

And wins.

‡ White might also play P. to K. B's 4th for his first move.

§ With the view of breaking up the adversary's centre Pawns.

17. Q. B. to K's 3rd.	17. Kt. to K. R's 2nd.
18. K. to Q. B's sq.*	18. K. R. to B's 6th.
19. Q. to K's 2nd.	19. Q. to K. B's 3rd.
20. P. to Q. R's 3rd.	20. Q. R. to K. B's sq.
21. P. to K. R's 5th.	21. Q. B. to K's sq.
22. Q. Kt. to Kt.'s 5th.	22. Q. Kt. to his 3rd.
23. K. B. to Q's 3rd.	23. Q. B. takes Kt.
24. K. B. takes B.	24. P. to Q. B's 3rd.
25. P. takes P.	25. P. takes P.
26. B. to Q's 3rd.	26. Q. R. to Q's sq.
27. K. to Q. B's 2nd.	27. K. Kt. to K. B's sq.
28. R. to Q's sq.	28. K. Kt. to K's 3rd.
29. P. to Q. Kt.'s 3rd.	29. K. Kt. to Q's 5th (ch.)
30. Q. B. takes Kt.	30. Q. R. takes Q. B.
31. R. to Q's 2nd.	31. K. R. to K. Kt.'s 6th.†
32. P. to Q. R's 4th.	32. Kt. to Q's 2nd.
33. B. to Q. B's 4th.	33. Kt. to Q. B's 4th.‡
34. R. takes R.	34. P. takes R.
35. P. to K's 5th.	35. Q. to K. B's 6th.
36. Q. takes Q.	36. R. takes Q.
37. K. to Q. Kt.'s 2nd.	37. Kt. to Q's 6th (ch.)
38. K. to Q. B's 2nd.	38. Kt. takes K. P.
39. B. to K's 6th.	39. P. to Q's 6th (ch.)
40. K. to Q's 2nd.	40. R. to K. B's 7th (ch.)
41. K. to Q's sq.	41. Kt. to K. B's 6th.
42. K. to Q. B's sq.	42. R. to K. B's 8th (ch.)
43. K. to Q. Kt.'s 2nd.	43. P. to Q's 7th.

White must win.

Game IV.

(Remove Black's Queen's Rook from the Board.)

[Queen's Gambit.]

BLACK.	WHITE.
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.

* We are sorry to see this senseless privilege of Castling on the side from whence the Rook is given, admitted in this country.

† White might take the B. with his Q. R., and when his adversary took R. with R., play the other R. to K. B's 7th and win the Queen.

‡ Taking the R. with R. (ch.) first seems to us better.

3.	P. to K's 3rd.	3. P. to K. B's 4th.*
4.	K. B. takes P.	4. P. to K's 3rd.
5.	P. to K. B's 3rd.	5. K. Kt. to B's 3rd.
6.	P. to Q. R's 3rd.	6. P. to Q. B's 4th.
7.	Q. to her Kt.'s 3rd.	7. Q. to her 2nd.
8.	K. Kt. to K's 2nd.	8. Q. Kt. to B's 3rd.
9.	K. B. to Q. Kt.'s 5th.	9. P. to Q. R's 3rd.
10.	B. takes Kt.	10. Q. takes B.
11.	Q. Kt. to B's 3rd.	11. K. B. to Q's 3rd.
12.	Castles.	12. P. to Q. B's 5th.
13.	Q. to B's 2nd.	13. Castles.
14.	P. to K. 4th.	14. P. takes P.
15.	P. takes P.	15. K. Kt. to Kt.'s 5th.
16.	R. takes R (ch.)	16. B. takes R.
17.	P. to K. R's 3rd.	17. K. Kt. to B's 3rd.
18.	Q. B. to K. B's 4th.	18. P. to Q. Kt.'s 4th.
19.	K. Kt. to his 3rd.	19. Q. B. to Kt.'s 2nd.
20.	K. to R's sq.†	20. R. to Q.'s sq.
21.	Q. B. to K's 3rd.	21. P. to Q. R's 4th.‡
22.	P. to K. 5th.	22. K. Kt. to Q's 4th.
23.	Q. Kt. takes Kt.	23. Q. takes Kt.
24.	K. Kt. to B's sq.	24. P. to Q. Kt.'s 5th.
25.	P. takes P.	25. P. takes P.
26.	Q. B. to K. Kt.'s sq.§	26. P. to Q. Kt.'s 6th.
27.	Q. to K. B's 2nd.	27. Q. B. to Q. Kt.'s 5th.‖

* P. to K's 4th would be better, because it threatens at once to break up Black's centre Pawns, and might lead to an exchange of Queens, an object the party taking such large odds should always keep in view.

† As Mr. Cochrane remarks, this is "a worse than useless move, as it gives the adversary time to bring his Pieces into play and prepare his attack."

‡ To dislodge the Q. Kt. presently, and thus be enabled to capture the K. P. if advisable.

§ This like Black's move of K. to R's sq. seems to have no meaning except that of affording the adversary time.

‖ Mr. Cochrane gives the following variations to show that White might better have played the K. B. to Q. R's 6th at this point:—

		27. K. B. to Q. R's 6th.
28.	P. takes B. (A.)	28. R. to K. B's sq.
29.	Q. to K's 2nd.	29. Q. takes Kt. P. (ch.)
30.	Q. takes Q.	30. B. takes Q. (ch.)
31.	K. takes B.	31. R. takes Kt.

And then advances his Q. Kt. P. and wins.

28. Q. to K. Kt.'s 3rd.	28. P. to Q. B's 6th.*
29. P. takes P.	29. K. B. takes P.
30. Kt. to K's 3rd.	30. Q. to K's 5th.
31. Kt. to K. Kt.'s 4th.†	31. K. to R's sq.‡
32. K. Kt. to B's 2nd.	32. Q. to her 4th.
33. Kt. to Q's sq.	33. B. takes P.
34. B. takes B.	34. Q. takes B.
35. Kt. to Q. B's 3rd.	35. R. to Q. B's sq.
36. Kt. to K's 2nd.	36. Q. to Q's 8th (ch.)
37. Kt. to K. Kt.'s sq.	37. R. to Q. B's 8th.
38. Q. to K. B's 2nd.	38. Q. takes Kt. (ch.)
39. Q. takes Q.	39. R. takes Q. (ch.)
40. K. takes R.	40. P. to Q. Kt.'s 7th.

White wins.

CHAPTER XIV.

THE ODDS OF THE QUEEN'S ROOK IN EXCHANGE FOR THE QUEEN'S KNIGHT, FOR THE PAWN AND TWO MOVES, AND FOR THE PAWN AND MOVE.

This sort of interchange seems to have been a good deal practised here, even as late as the time of Philidor, but has now become almost obsolete, a circumstance much to be

(A.)

28. Kt. to K's 3rd or (B.)	28. Q. takes Q. P.
29. P. takes B.	29. P. to Q. Kt.'s 7th.

And wins.

(B.)

28. Kt. to Q's 2nd.	28. B. takes Q. Kt. P.
29. Kt. takes Kt. P.	29. P. takes Kt.
30. Q. takes B.	30. Q. takes K. Kt. P. (ch.)
31. Q. takes Q.	31. B. takes Q. (ch.)
32. K. takes B.	32. P. to Q. Kt.'s 7th.

And wins.

* White could shorten the game, thus :—

	28. Q. takes K. Kt. P. (ch.)
29. Q. takes Q.	29. B. takes Q. (ch.)
30. K. takes B.	30. P. to Q. B's 6th.
31. P. takes P.	31. B. takes P.

And then plays P. to Q. Kt.'s 7th, &c.

† Threatening to win the Queen.

‡ Both now and at the next move White might win as in note.*

regretted, since these odds would agreeably diversify our play, and be sure to introduce many novel and beautiful openings.

The annexed examples may be of service in enabling the reader to appreciate this instructive mode of equalizing the game.

Game I.

MR. KISERITZKY GIVES HIS QUEEN'S ROOK TO MR. HENDERSON IN RETURN FOR THE LATTER'S QUEEN'S KNIGHT.

(Remove White's Queen's Rook and Black's Queen's Knight from the Board.)

[Allgaier Gambit.]

WHITE. (Mr. K.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to K. Kt.'s 4th.
4. P. to K. R's 4th.	4. P. to K. Kt.'s 5th.
5. Kt. to K's 5th.	5. P. to K. R's 4th.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7. P. to Q's 4th.	7. P. to Q's 3rd.
8. Kt. to Q's 3rd.	8. P. to K. B.'s 6th.
9. P. takes P.	9. B. to K's 2nd.
10. Q. B. to K. Kt.'s 5th.	10. P. takes P.
11. B. takes B.	11. Q. takes B.
12. Q. takes P.	12. B. to K. Kt.'s 5th.
13. Q. to K. B.'s 4th.	13. K. Kt. to B's 4th.
14. Q. Kt. to B's 3rd.	14. P. to Q. B's 3rd.
15. P. to Q's 5th.	15. Kt. takes R. P.
16. K. to Q's 2nd.	16. Kt. to B's 6th (ch.)
17. K. to Q. B's sq.	17. Q. to K. Kt.'s 4th.
18. Q. takes Q.	18. Kt. takes Q.
19. P. to K's 5th.	19. Castles on Q's side.
20. P. takes Q. B. P.	20. Q. Kt. P. takes P.
21. P. to Q. Kt.'s 4th.	21. P. to Q's 4th.
22. B. to Q. R's 6th (ch.)	22. K. to B's 2nd.
23. P. to Q. R's 4th.	23. P. to Q's 5th.
24. Q. Kt. to R's 2nd.	24. B. to K's 7th.
25. Kt. to Q. B's 5th.	25. B. takes B.
26. Kt. takes B. (ch.)	26. K. to Kt.'s 3rd.
27. Kt. to Q. B's 5th.	27. Kt. to K. B's 6th.
28. P. to K's 6th.	28. P. takes P.
29. Kt. takes P.	29. Q. R. to K's sq.

30. Kt. to Q. B's 5th.	30. R. to K's 8th (ch.)
31. R. takes R.	31. Kt. takes R.
32. K. to Q's 2nd.	32. R. to K's sq.
33. P. to Q. B's 4th.	33. P. to K. R's 5th.
34. Kt. to Q's 7th (ch.)	34. K. to B's 2nd.
35. Kt. to K. B's 6th.	35. R. to K's 3rd.
36. Kt. to K. Kt.'s 4th.	36. Kt. to B's 6th (ch.)

Black wins.

Game II.

PHILIDOR GIVES MR. ATWOOD HIS QUEEN'S ROOK IN RETURN FOR THE PAWN AND MOVE.

(Remove White's Queen's Rook and Black's King's Bishop's Pawn from the Board.)

WHITE. (M. Philidor.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. K. B. to Q's 3rd.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to K. R's 4th.	6. K. B. to K's 2nd.
7. P. to K. R's 5th.	7. P. to K. Kt's 4th.
8. P. to K. Kt.'s 3rd.	8. K. Kt. P. takes P.
9. Kt. P. takes P.	9. B. checks.
10. K. to B's sq.	10. K. Kt. to R's 3rd.
11. K. B. to Q. B's 2nd.	11. K. Kt. to B's 4th.
12. B. takes Kt.	12. P. takes B.
13. P. to Q's 4th.*	13. P. to Q. Kt.'s 3rd.
14. K. Kt. to B's 3rd.	14. K. B. to K's 2nd.†
15. Q. B. to K's 3rd.	15. P. takes P.
16. Q. B. P. takes P.	16. Q. B. checks.
17. K. to B's 2nd.	17. K. R. to K. Kt.'s sq.
18. Q. Kt. to B's 3rd.	18. Q. to Q's 2nd.
19. Q. to Q. R's 4th.‡	19. Kt. to Q. Kt.'s 5th.

* P. to K. R's 6th, threatening to win the Bishop by Q. to K. R's 5th (ch.) seems stronger.

† Checking with the Q. B. at Q. R's 3rd would have been more attacking, it appears to us.

‡ Philidor's readiness to exchange Pieces when giving large odds, such as a Rook or Knight, is a peculiar but by no means a commendable feature in his play.

20. Q. takes Q. (ch.)	20. K. takes Q.
21. K. Kt. to K's sq.	21. Kt. checks.
22. Kt. takes Kt.	22. Q. B. takes Kt.
23. Q. Kt. takes Q. P.	23. Q. B. to K's 5th.
24. Kt. takes K. B.	24. K. takes Kt.
25. K. R. to K. R's 2nd.	25. Q. R. to Q. B's sq.
26. K. to K's sq.	26. K. R. to Kt.'s 7th.
27. R. takes R.	27. B. takes R.

Black wins the game.

CHAPTER XV.

On the Odds of giving a Knight.

In the present day, a player undertaking to give the odds of a Rook invariably takes off his Queen's Rook, but in giving a Knight, although the Queen's Knight is much more frequently given, we often see the King's Knight removed. This kind of odds, like the odds of the Rook and of the Pawn and two moves, is in great favour with English players, and their contributions to chess literature in these respects are unequalled by any, or indeed by all, of the chess-playing nations in Europe.

Our first examples of games where a Knight is given shall be from the "Traité des Amateurs."

Game I.

BLACK GIVES THE ODDS OF HIS QUEEN'S KNIGHT.

(Remove Black's Queen's Knight from the Board.)

[King's Bishop's Opening.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q's 3rd.*
4. P. to K. R's 3rd.†	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	5. P. to Q. B's 3rd.
6. Castles.	6. Castles.

* In even games, it is not considered so good to defend the K. P. thus as with the Q. Kt.

† When playing on even terms, the first player's best move at this point we take to be P. to Q's 4th.

7.	P. to Q. B's 3rd.	7. P. to Q's 4th.
8.	P. takes P.	8. P. takes P.
9.	K. B. to Q. Kt.'s 3rd.	9. K. B. to Q's 3rd.*
10.	Q. B. to K. Kt.'s 5th.	10. Q. B. to K's 3rd.
11.	R. to K's sq.	11. Q. Kt. to B's 3rd.
12.	K. B. to Q. B's 2nd.	12. P. to K. R's 3rd.†
13.	Q. B. to K. R's 4th.	13. Q. R. to Q. B's sq.‡
14.	Q. B. to K. Kt.'s 3rd.	14. K. Kt. to Q's 2nd.
15.	P. to Q's 4th.	15. P. to K. B's 3rd.
16.	Q. R. to Q. B's sq.	16. K. B. to Q. Kt.'s sq.
17.	K. B. to Q. Kt.'s sq.	17. P. to K's 5th.
18.	B. takes B.	18. Q. R. takes B.
19.	Kt. to K. R's 2nd.	19. P. to K. B's 4th.
20.	Q. to K. R's 5th.	20. Q. to K. Kt.'s 4th.§
21.	Q. to K's 2nd.	21. P. to K. B's 5th.
22.	K. to R's sq.‖	22. P. to K. B's 6th.
23.	P. takes P.	23. Q. B. takes K. R. P.
24.	K. R. to K. Kt.'s sq.	24. Q. to K. R's 4th¶
25.	K. R. to K. Kt.'s 3rd.	25. Q. R. to K's sq.**
26.	Q. to her B's 2nd.	26. Q. B. to K. B's 4th.
27.	Q. R. to K. Kt.'s sq.	27. P. takes P.††
28.	R. takes Kt. P. (ch.)	28. K. to R's sq.
29.	Q. to her B's sq.	29. Q. B. takes B.
30.	Q. takes B.	30. K. Kt. to B's 3rd.
31.	R. takes Q. Kt. P.	31. K. Kt. to K's 5th.
32.	Q. to her B's 2nd.	32. K. R. to Kt.'s sq.

And White wins.

* It is frequently advisable to retreat, this B. to Q's 3rd, lest the adversary, by attacking both it and the K. P. with his Q. P., should be enabled to break up the centre Pawns.

† As a general rule it is better to advance the P. to K. R's 3rd, to prevent the adverse Q. B. being posted at the K. Kt.'s 4th, than to do so for the purpose of driving him from that place.

‡ A good move, since it enables him to retire his K. B. to Q. Kt.'s sq. without shutting up the Q. R., and also because it brings a valuable Piece into co-operation with the forces already in the field.

§ With a Piece more, White does wisely to challenge an exchange of Queens.

‖ To prevent his adversary taking the K. R. P. for nothing.

¶ White plays extremely well all through this game.

** Threatening a terrible attack by taking the K. B. P. with Pawn, &c.

†† This is the proper style. Black's is a false attack, and White can afford to let it take its course, without retarding his own movements.

Game II.

(Remove Black's Queen's Knight from the Board.)

[Philidor's Defence to the Knight's Game.]

	BLACK.	WHITE.
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. Kt. to B's 3rd.	2. P. to Q's 3rd.
3.	K. B. to Q. B's 4th.	3. P. to K. B's 4th.*
4.	P. to Q's 3rd.	4. P. to K. B's 5th.†
5.	P. to K. R's 3rd.	5. P. to Q. B's 3rd.
6.	P. to Q's 4th.	6. Q. to K. B's 3rd.
7.	P. to Q. B's 3rd.	7. Q. B. to K's 3rd.
8.	K. B. to Q's 3rd.	8. Q. Kt. to Q's 2nd.
9.	Castles.	9. Castles.‡
10.	K. B. to Q. B's 2nd.	10. P. to K. Kt.'s 4th.
11.	K. Kt. to R's 2nd.	11. P. to K. R's 4th.
12.	P. to K. B's 3rd.	12. K. Kt. to R's 3rd.
13.	P. to Q's 5th.§	13. P. takes P.
14.	P. takes P.	14. Q. B. to K. B's 4th.
15.	B. takes B.	15. Q. takes B.
16.	P. to Q. Kt.'s 4th.	16. Q. Kt. to K. B's 3rd.
17.	P. to Q. B's 4th.	17. P. to K. Kt.'s 5th.
18.	B. P. takes P.	18. P. takes P.
19.	P. to K. R's 4th.	19. K. Kt. to B's 2nd.
20.	Q. to K's sq.	20. Q. to K. R's 4th.
21.	P. to K. Kt.'s 3rd.	21. P. takes P.‖

* Q. B. to K. Kt.'s 5th is a better move.

† To shut in Black's Q. B., and with the view of throwing forward the Pawns if he Castles on this side.

‡ White does right to Castle on the Queen's side in this position. He is pretty safe from immediate attack and can advance his King's Pawns rapidly against the Black King.

§ Black retards the onward march of his adversary's terrible Pawns for a moment by this move, but his Pieces are not arranged to take advantage of the delay.

‖ The "Amateurs" give a lengthy variation at this point, to show that White might also have won by playing 21. P. to K. B's 6th, but they appear to have overlooked a much shorter way to victory, viz. Kt. to K. Kt.'s 4th, for suppose—

	21. Kt. to K. Kt.'s 4th.
22. P. takes P.	22. Kt. to K. B's 6th (ch.)

(He appears to have no better move.)

23. Kt. takes Kt.	23. P. takes Kt.

And Black cannot prolong the game beyond two or three moves.

22. Q. takes Kt. P.	22. B. to K's 2nd.
23. Q. B. to K's 3rd.	23. Q. takes K. R. P.
24. Q. to K. Kt.'s 2nd.	24. P. to K. Kt's 6th.
25. Kt. to K. B's 3rd.	25. Q. to K. Kt.'s 5th.
26. B. takes Q. R. P.	26. Q. Kt. to K's 5th.
27. Q. R. to K.'s sq.	27. K. Kt. to his 4th.*
28. Kt. takes Kt.	28. Q. Kt. takes Kt.
29. Q. R. to K's 3rd.	29. Kt. to K. R's 6th (ch.)

And White wins.

GAME III.

(Remove Black's Queen's Knight from the board.)

[SAME OPENING AS THE LAST GAME.]

Black seeing the danger he was exposed to from Castling on the King's side, on account of the advance of the adverse Pawns on that side, prepares in the present game to Castle on his Queen's side, and for that purpose plays Queen's Bishop to Queen's 2nd, at the 9th move.

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. P. to Q's 3rd.
3. K. B. to Q. B's 4th.	3. P. to K. B's 4th.
4. P. to Q's 3rd.	4. P. to K. B's 5th.
5. P. to K. R's 3rd.	5. P. to Q. B's 3rd.
6. P. to Q's 4th.	6. Q. to K. B's 3rd.
7. P. to Q. B's 3rd.	7. Q. B. to K's 3rd.
8. K. B. to Q's 3rd.	8. Q. Kt. to Q's 2nd.
9. Q. B. to Q's 2nd.	9. P. to Q. R's 4th.†
10. Q. to B's 2nd.	10. P. to Q. Kt.'s 4th.
11. P. to Q's 5th.	11. P. takes P.
12. K. B. takes Q. Kt.'s P.	12. P. takes K. P.
13. Q. takes P.	13. R. to Q. Kt.'s sq.

* He might win the Queen by playing 27. R. to K. R's 7th (*e. g.*):—

	27. R. to K. R's 7th.
28. Kt. takes R.	28. P. takes R. (ch.)
29. K. to R's sq.	29. Kt. to Kt.'s 6th (ch.)
30. Q. takes Kt.	30. Q. takes Q.

And wins easily.

† The Queen's Pawns are advanced in order to make an opening on the adverse King if he ventures to Castle on the Q's side.

14. P. to Q. R's 4th.	14. K. Kt. to K's 2nd.
15. Castles on K's side.	15. P. to K. Kt.'s 4th.*
16. Kt. to K. R's 2nd.	16. P. to K. R's 4th.
17. P. to K. B's 3rd.	17. K. to B's 2nd.†
18. P. to Q. Kt.'s 4th.	18. P. takes P.
19. P. takes P.	19. P. to Q's 4th.
20. Q. to K's 2nd.	20. K. Kt. to Q. B's sq.‡
21. Q. B. to his 3rd.§	21. P. to Q's 5th.
22. Q. B. to Q's 2nd.	22. K. Kt. to Q's 3rd.
23. K. B. to Q's 3rd.	23. K. Kt. to B's 4th‖
24. B. takes Kt.	24. Q. takes B.
25. Q. R. to Kt.'s sq.	25. Q. Kt. to K. B's 3rd.¶
26. K. R. to K's. sq,	26. K. B. to Q's 3rd.
27. P. to Q. Kt's 5th.	27. P. to K. Kt.'s 5th.
28. B. P. takes P.	28. P. takes P.
29. P. takes P.	29. Kt. takes P.**
30. Kt. takes Kt.	30. Q. takes Kt.
31. Q. to K's 4th.	31. Q. R. to K. Kt.'s sq.
32. Q. to Q. Kt.'s 7th (ch.)	32. K. to B's 3rd.
33. K. R. to K. B's sq.††	33. Q to K. R's 6th.
34. K. to B's 2nd.	34. Q. to Q's 6th.
35. Q. R. to Q's sq.	35. K. R. to R's 7th.
36. K. R. to K. Kt.'s sq.	36. P. to K's 5th‡‡

* The right style. Instead of losing time in attempting to Castle, White resolves to play his King to B's 2nd, and having extricated himself from the enemy's attack, to prosecute his own.

† After this, White may immediately bring his Rooks to co-operate by removing his B. from between them.

‡ A great error. Not only taking the Kt. away from the scene of action, but interposing another obstacle to the communication between the two Rooks.

§ Lost time.

‖ This Kt. might have gone much more advantageously to the same spot four moves back.

¶ He is now enabled to play forward his K. Kt.'s Pawn, and thus force a breach in the King's entrenchment.

** Q. to K. R's 2nd is a very tempting move for White; but in that case his opponent would probably take the K. B. P. with his Bishop.

†† Fearing the advance of the K. B's Pawn.

‡‡ This move "the Amateurs" term *le coup décisif*, but to us it appears that White has a forced mate in two moves by simply playing Q.

37. Q. B. takes K. B. P.	37. P. to K's 6th (ch.).*
38. K. to B's 3rd.	38. Q. B. to K. Kt.'s 5th (ch.)
39. K. to Kt.'s 3rd.	39. K. B. takes B. (ch.)
40. K. takes B.	40. Q. to K. B's 4th (ch.)
41. K. to Kt.'s 3rd.	41. Q. to K's 4th.

Mates.

Game IV.

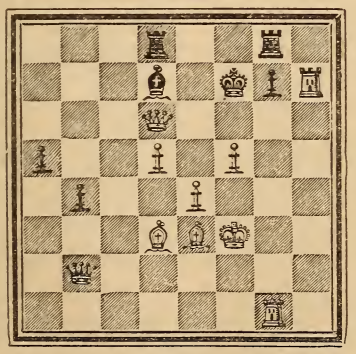
(Remove Black's Queen's Knight from the Board.)

[The same Opening.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. P. to Q's 3rd.
3. K. B. to Q. B's 4th.	3. P. to K. B's 4th.
4. P. to Q's 3rd.	4. P. to K. B's 5th.

to K. Kt.'s 6th (ch.), and B. to Q. B.'s 5th (ch.) We give a diagram for the examination of the young player.

BLACK.



WHITE.

* It would be neater to finish off thus,—

	37. Q. R. takes Kt.'s P. (ch.)
38. K. R. takes R.	38. Q. to K. B.'s 6th (ch.)
39. K. to his sq.	39. B. to Q. Kt.'s 5th (ch.)
40. R. or B. to Q's 2nd.	40. R. to K. R's 8th (ch.)

And Mate next move.

5.	K. Kt. takes K. P.*	5. P. takes Kt.
6.	Q. to K. R's 5th (ch.)	6. K. to Q's 2nd.
7.	Q. takes K. P.†	7. Q. to K. B's 3rd.
8.	Q. B. takes P.	8. Q. takes Q.
9.	B. takes Q.	9. Q. Kt. to B's 3rd.
10.	Q. B. to K. Kt.'s 3rd.	10. P. to K. Kt.'s 4th.‡
11.	K. B. to Q. Kt.'s 5th.	11. P. to K. R's 4th.§
12.	P. to K. R's 4th.	12. P. to K. Kt.'s 5th.
13.	P. to Q's 4th.	13. P. to Q. R's 3rd.
14.	B. takes Kt. (ch.)	14. K. takes B.
15.	Castles on Q's side.	15. P. to Q. Kt.'s 4th.
16.	P. to K. B's 4th.	16. K. Kt. to B's 3rd.
17.	P. to Q's 5th (ch.)	17. K. to Q. Kt.'s 3rd.
18.	K. R. to K's sq.	18. K. B. to Q. B's 4th.
19.	P. to K's 5th.	19. K. Kt. to K's sq.‖
20.	P. to Q. R's 3rd.	20. Q. B. to K. B's 4th.
21.	P. to K's 6th.	21. K. Kt. to his 2nd.
22.	K. R. to K's 2nd.	22. K. B. to Q's 3rd.
23.	Q. B. to K. B's 2nd (ch.)	23. K. to Q. Kt's 2nd.
24.	P. to K. Kt.'s 3rd.	24. K. R. to K's sq.
25.	Q. R. to K's sq.	25. P. to Q. B's 3rd.
26.	P. takes P. (ch.)	26. K. takes P.
27.	P. to K's 7th.	27. K. to Q's 2nd.
28.	Q. B. to Q's 4th.	28. K. Kt. to K's 3rd.
29.	B. to his 3rd.	29. K. B. takes K. P.
30.	Q. R. to Q. sq. (ch.)	30. K. to Q. B's 3rd.

And White will win.

* Had Black commenced the game with equal Pieces this sacrifice, considering that it gains three Pawns, might have been ventured; but being already a Knight minus, it certainly looks over bold.

† Black might now have taken K. B. P. with his Q. B.; and if White took the Bishop. he would have been mated in a few moves (*e. g.*):—

7.	Q. B. takes P.	7. P. takes B.
8.	Q. to K. B's 5th (ch.)	8. K. to Q. B's 3rd (best.)
9.	Q. to Q. Kt.'s 5th (ch.)	9. K. to Q's 3rd.
10.	Q. to Q's 5th (ch.)	10. K. to K's 2nd.
11.	Q. to K's 5th (ch.)	

And mates next move.

‡ Well played to prevent the advance of Black's K. B. P.

§ Foreseeing the meditated attack upon his Rook by the enemy's Q. B. being played to K's 5th.

‖ Better than to Q's 2nd, because that would have obstructed the march of the Q. B.

Game V.

(Remove Black's Queen's Knight from the Board.)

[King's Gambit refused.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.*
3. K. P. takes P.†	3. Q. takes P.
4. K. Kt. to B's 3rd.	4. P. to K's 5th.‡
5. Kt. to K's 5th.	5. Q. B. to K's 3rd.
6. K. B. to K's 2nd.	6. Q. Kt. to B's 3rd.§
7. Kt. takes Kt.	7. Q. takes Kt.
8. Castles.	8. Castles.
9. K. to R's sq.	9. P. to K. B's 4th.
10. P. to Q. Kt.'s 3rd.	10. K. B. to Q. B's 4th.
11. Q. B. to Q. Kt.'s 2nd.	11. Q. to her 2nd.‖
12. Q. B. to his sq.	12. K. Kt. to B's 3rd.
13. P. to Q. R's 4th.	13. P. to K. R's 3rd.¶
14. P. to Q. B's 3rd.	14. P. to K. Kt.'s 4th.
15. P. to Q. Kt.'s 4th.	15. K. B. to Q's 3rd.
16. P. to K. Kt.'s 3rd.	16. P. takes P.
17. P. takes P.	17. Q. R. to K. Kt.'s sq.
18. P. to Q's 4th.	18. Q. R. to K. Kt.'s 3rd.
19. Q. B. to K's 3rd.	19. K. R. to Kt.'s sq.
20. K. R. to Kt.'s sq.	20. K. Kt. to Q's 4th.
21. Q. to her 2nd.	21. Q. to K. Kt.'s 2nd.**

* As Mr. Cochrane, in his note to this move remarks, "it is much more interesting and certainly more improving to take the Pawn and support it." In a match game, however, or one of any great importance, we should always recommend the inferior player, to avoid the perils of the Gambit.

† If, instead of taking the Q. P., he had taken the K. P. or played P. to K. B's 5th, White should check with his Q. at K. R's 5th, and must win.

‡ By playing Q. B. to K. Kt.'s 5th, White could have forced the exchange of a Piece, leaving his adversary without a Knight.

§ K. B. to Q. B's 4th, preventing the enemy from Castling, would have been better.

‖ Defending the K. Kt. P., and at the same time attacking the adversary's Q. P.

¶ P. to K. R's 4th, with the view of afterwards playing the K. Kt. to his 5th, appears a stronger move.

** White has so overwhelming an advantage, that he can win in many ways. We doubt, however, whether the mode pursued in the text is the

22. K. R. takes R.	22. Q. takes R.
23. Q. R. to K. Kt.'s sq.	23. Q. to K. B's 2nd.
24. Q. R. to K. B's sq.	24. K. R. to K. Kt.'s 2nd.
25. K. B. to Q's sq.	25. Q. to K. Kt.'s sq.
26. P. to Q. R's 5th.	26. Q. to her sq.
27. P. to Q. Kt.'s 5th.	27. Q. to K. R's 5th.
28. P. to Q. R's 6th.	28. P. to Q. Kt's 3rd.*
29. K. B. to Q. Kt.'s 3rd.	29. Q. to K. R's 6th.
30. Q. to K. B's 2nd.	30. Kt. takes B.
31. B. takes B. (ch.)	31. K. to Q. Kt.'s sq.
32. Q. R. to K. Kt.'s sq.	32. R. takes R. (ch.)
33. K. takes R.	33. K. B. takes K. B. P.
34. K. B. takes B. P.	34. B. takes R. P. (ch.)

And White will win.

Game VI.

(Remove Black's Queen's Knight from the Board.)

[Sicilian Opening.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to Q. B's 4th.†
2. P. to K. B's 4th.	2. Q. Kt. to B's 3rd.
3. K. Kt. to B's 3rd.	3. P. to Q's 4th.
4. P. to K's 5th.‡	4. Q. B. to K. Kt.'s 5th.
5. K. B. to Q. Kt.'s 5th.	5. Q. to her Kt.'s 3rd.

most advisable. Playing the Q. to her B's 3rd, with the object of taking the K. B. P. with the Kt.; and, if that were taken, of advancing the P. to K's 6th, discovering check, seems to us preferable.

* In similar situations it is generally better not to take the advanced Pawn; because, by taking it, you often expose your King to a dangerous attack from the opponent's Pieces.

† In games of particular interest, such as matches and the like, this is the safest and best reply that the inferior player can make, when his antagonist opens with 1. P. to K's 4th.

‡ "The Amateurs," in obedience to the erroneous doctrine of Philidor on the subject of "Centre Pawns," remark "When you have two Pawns in front and one of them is attacked by a Pawn which is pushed upon them, it is more expedient to pass than to take the offered Pawn," &c. It is occasionally better, unquestionably, to pass a Pawn than to take it; but in games of the present kind, and in situations similar to that on the board, the first player, by passing his P. to K's 5th, gets a very bad game.

6.	K. B. to Q. R's 4th.	6. P. to Q. B's 5th.*
7.	P. to Q. B's 3rd.	7. P. to K's 3rd.
8.	K. B. to Q. B's 2nd.	8. K. B. to Q. B's 4th.
9.	Q. to K's 2nd.	9. K. Kt. to K's 2nd.
10.	P. to Q's 3rd.	10. P. takes P.
11.	B. takes P.	11. P. to Q. R's 4th.
12.	P. to Q. Kt.'s 3rd.	12. P. to K. R's 3rd.†
13.	Q. B. to Q's 2nd.	13. Castles on K's side.
14.	Castles on Q's side.	14. P. to Q's 5th.
15.	P. to Q. B's 4th.	15. P. to Q. R's 5th.
16.	K. B. to Q. B's 2nd.	16. K. B. to Q. R's 6th (ch.)
17.	K. to Q. Kt.'s sq.	17. K. R. to Q's sq.‡
18.	Q. B. to K's sq.	18. Q. Kt. to his 5th.
19.	K. B. to K's 4th.§	19. P. to Q's 6th.
20.	Q. to her 2nd.	20. P. takes Q. Kt. P.
21.	P. takes P.	21. Q. Kt. to Q. B's 7th.

And White will win.

Game VII.

BLACK GIVING THE ODDS OF HIS KING'S KNIGHT.

(Remove Black's King's Knight from the Board.)

[King's Bishop's Opening.]

	BLACK.	WHITE.
1.	P. to K's 4th.	1. P. to K's 4th.
2.	K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.

* To prevent his Castling immediately.

† If White had incautiously Castled at this moment, his adversary might have taken the K. R. P. with his B. (ch.); for suppose:—

		12. Castles.
13.	B. takes K. R. P. (ch.)	13. K. takes B.
14.	Kt. to Kt.'s 5th (ch.)	14. K. moves.
15.	Q. takes B.	

With a good attack.

‡ This appears to be losing time, since he might have taken the Q. Kt. P. with P. at once, winning easily, (*e. g.*):—

		17. P. takes Q. Kt. P.
18.	P. takes P. or (A.)	18. B. to K. B's 4th.

And Black must lose immediately.

(A.)

18.	B. takes P.	18. B. to K. B's 4th (ch.)
19.	K. to R's sq.	19. Q. takes B.
20.	P. takes Q.	20. B. to Q. B's 8th (dis. ch., &c.)

§ Better, perhaps, to have taken off the Q. Kt.

3.	Castles.	3. K. Kt. to K's 2nd.*
4.	P. to Q. B's 3rd.	4. Castles.
5.	P. to Q's 4th.	5. P. takes P.
6.	P. takes P.	6. B. to Q. Kt.'s 3rd.
7.	Q. Kt. to B's 3rd.	7. P. to Q. B's 3rd.
8.	Q. B. to K. Kt.'s 5th.	8. K. to R's sq.
9.	Q. B. to K's 3rd.†	9. P. to Q's 4th.
10.	B. to Q. Kt.'s 3rd.	10. P. takes P.
11.	Kt. takes P.	11. P. to K. B's 4th.
12.	Kt. to K. Kt.'s 5th.	12. Q. to K's sq.‡
13.	Kt. to R's 3rd.	13. K. Kt. to Q's 4th.
14.	B. takes Kt.	14. P. takes B.
15.	Kt. to K. B's 4th.	15. Q. to K's 5th.
16.	Q. to K. R's 5th.	16. K. to Kt.'s sq.§
17.	Q. to her sq.	17. Q. Kt. to B's 3rd.
18.	Q. to her Kt.'s 3rd	18. Q. Kt. takes P.
19.	Q. takes P. (ch.)‖	19. Q. takes Q.
20.	Kt. takes Q.	20. Q. Kt. to Q. B's 7th.
21.	Kt. takes K. B.	21. P. takes Kt.
22.	Q. R. to B's sq.	22. Kt. takes B.
23.	P. takes Kt.	23. Q. R. takes Q. R. P.
24.	Q. R. to Q. B's 2nd.	24. Q. B. to K's 3rd.
25.	Q. R. to Q's 2nd.	25. P. to Q. Kt.'s 4th.
26.	K. R. to Q. B's sq.	26. Q. B. to Q. B's 5th.
27.	K. R. to Q. B's 2nd.	27. P. to K. R's 3rd.
28.	Q. R. to Q's 7th.	28. K. R. to B's 2nd.¶
29.	Q. R. to Q's 8th (ch.)	29. K. to R's 2nd.
30.	K. R. to Q's 2nd.	30. P. to K. Kt.'s 4th.**

* It is not usually advisable to play this Kt. to K's 2nd; but when the opponent, as in the present game, has no King's Knight, it may be done without danger.

† On this move "The Amateurs" remark, "When one gives odds, he frequently loses time in trying moves, the effect of which a weak player is not supposed to be capable of forseeing." As White has prudently retired his King with the view of driving back the Queen's Bishop, Black, who fears to exchange Pieces, sees the inutility of attempting any longer to confine the Knight.

‡ A most important precaution, but for which Black, by playing his Q. to K. R's 5th, would get an irresistible attack.

§ To prevent the dangerous check of the Kt. at K. Kt.'s 6th.

‖ He is obliged either to lose his Q. P. or to exchange Queens.

¶ Not so forcible as P. to K. B's 5th, threatening immediate mate.

** This needlessly exposes the King to attack. By playing P. to K. B's 5th, White must crush his opponent in a few moves.

31. P. to K. R's 3rd.	31. P. to K. R's 4th.*
32. Q. R. to Q. Kt.'s 8th.	32. P. to K. R's 5th.
33. K. R. to Q's 8th.	33. K. R. to K. Kt.'s 2nd.
34. P. to Q. Kt.'s 4th.	34. Q. R. to Q. Kt.'s 7th.†
35. K. R. to K. B's 8th.	35. B. to Q. 6th.‡
36. Q. R. to Q's 8th.	36. B. to K's 5th.§
37. K. R. to K. R's 8th (ch.)	37. K. to Kt.'s 3rd.
38. Q. R. to Q's 6th (ch.)	38. K. to B's 2nd.
39. Q. R. to Q's 7th (ch.)	39. K. to B's 3rd.
40. K. R. to B's 8th (ch.)‖	40. K. to Kt.'s 3rd.
41. Q. R. to Q's 6th (ch.)	41. K. to R's 2nd.
42. K. R. to K. B's 6th.	42. K. R. to Q. B's 2nd.¶
43. K. R. to R's 6th (ch.)	43. K. to Kt.'s sq.
44. K. R. to Kt.'s 6th (ch.)	44. K. to B's sq.
45. Q. R. to B's 6th (ch.)	45. K. to his 2nd.
46. Q. R. to K's 6th (ch.)	46. K. to Q's sq.
47. Q. R. to Q's 6th (ch.)	47. K R. to Q's 2nd.
48. R. takes R. (ch.)	48. K. takes R.

And White will win.

* Worse than useless. The ill consequences of these feeble moves will be seen presently.

† K. R. to K's 2nd, or P. to K. Kt.'s 5th, would win speedily. Suppose the latter :—

	34. P. to K. Kt.'s 5th.
35. P. takes P. (best.)	35. P. takes P.
36. K. R. to R's 8th (ch.)	36. K. to Kt.'s 3rd.
37. K. R. takes R. P.	37. P. to K. Kt.'s 6th.
38. K. R. to Kt.'s 4th (ch.)	38. K. to R's 4th.

And Black cannot save the game.

‡ K. to Kt.'s 3rd would have been better play.

§ This move, if properly taken advantage of by Black, would afford him an opportunity of winning a Rook or drawing the game.

‖ He should have checked with this Rook at K. R's 3rd, by which he must have gained the Rook or drawn by perpetual checks.

¶ Threatening mate in two moves, and also preventing the danger before spoken of, from Black's perpetually checking or forcing the King's Rook.

GAME VIII.

BLACK AGAIN GIVES HIS KING'S KNIGHT.

(Remove Black's King's Knight from the Board.)

[SAME OPENING.]

BLACK.	WHITE.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. K. Kt. to B's 3rd.
4. P. to Q's 3rd.*	4. P. to Q. B's 3rd.

* "The Amateurs" remark here that Black dare not play his Q. P. to Q's 4th, because the adversary, after taking P. with P., could give check with his Bishop, and Black would be obliged to exchange Piece for Piece. Mr. Cochrane, however, in his Translation, affirms, that "the move censured is undoubtedly the very best on the board," and in proof of this appends the following variations:—

BLACK.	WHITE.
"4. P. to Q's 4th.	4. P. takes P. or (A.)
5. P. to K's 5th.	5. Q. to K's 2nd.
6. P. takes P.	6. B. to Q. Kt.'s 5th (ch.)
7. K. to B's sq.	7. Kt. to his sq. (best.)
8. Q. B. to K's 3rd.	8. P. to Q. B's 3rd.
9. P. to Q. R's 3rd.	9. B. to Q. R's 4th.
10. P. to Q. Kt.'s 4th.	

Black having a fine game, considering that a Piece is given.

(A.)

	4. P. to Q's 4th.
5. P. takes B.	5. P. takes B.
6. Q. takes Q. (ch.)	6. K. takes Q.
7. Q. B. to K. Kt.'s 5th.	7. K. to his 2nd.
8. P. to K. B's 4th.	8. Q. Kt. to B's 3rd.
9. Q. Kt. to R's 3rd.	

Having a better arranged game than his adversary."

The notes in the "Traité des Amateurs" are so frequently founded on imperfect calculation, and Mr. Cochrane, in his strictures on them, is so generally correct, that we have some hesitation in dissenting from his conclusions. In the present case, however, we are disposed to agree with "the Amateurs," though not exactly for the reason they assign, that it is better for Black to play the Pawn one step only; for, to take Mr. Cochrane's variations,—

4. P. to Q's 4th.	4. P. takes P.
5. P. to K's 5th,	

and then, instead of 5. Q. to K's 2nd., playing 5. P. to Q's 4th for White, it is not easy to see what possible advantage Black has gained. Let us carry the game on a few moves farther:—

5. Castles.	5. P. to Q's 4th.
6. P. takes P.	6. P. takes P.
7. B. to Q. Kt.'s 3rd.	7. P. to K. R's 3rd.
8. P. to K. R's 3rd.	8. Castles.
9. K. to R's sq.*	9. K. B. to Q's 3rd.
10. Q. B. to K's 3rd.	10. Q. B. to K's 3rd.†
11. Q. Kt. to Q's 2nd.	11. K. Kt. to R's 2nd.
12. Q. Kt. to K. B's 3rd.	12. P. to K. B's 4th.
13. K. B. to Q. B's 2nd.	13. P. to K. B's 5th.
14. Q. B. to Q's 2nd.	14. K. Kt. to his 4th.
15. K. Kt. to R's 2nd‡	15. P. to K's 5th.
16. P. to Q's 4th.	16. P. to K. B's 6th.

And White will win.

We shall now proceed to give some examples where the defence wins, in games actually played at these odds in modern times.

Game IX.

BETWEEN MR. MC DONNELL AND MR. MATHEWS, THE FORMER GIVING HIS QUEEN'S KNIGHT.

(Remove Black's Queen's Knight from the Board.)

[Philidor's Defence to the Knight's Opening.]

BLACK. (Mr. Mc D.)	WHITE. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. P. to Q's 3rd.
3. K. B. to Q. B's 4th.	3. P. to Q. B's 3rd.
4. P. to Q. B's 3rd.	4. P. to Q's 4th.§
5. P. takes P.	5. P. takes P.
	5. P. to Q's 4th.
6. P. takes Kt.	6. P. takes B.

(If he check with his K. B., White may play Q. B. to Q's 2nd safely.)

7. P. takes K. Kt. P.	7. R. to K. Kt.'s sq.

and White, independently of the Piece more, has a better developed game, than Black.

* This is to enable him to advance the K. B. P. to B's 4th, which is generally a good move.

† Preparatory to playing P. to K. B's 4th.

‡ With such inferiority in force and position, Black dare not exchange.

§ This completely foils Black's meditated attack upon the K. B. P.;—a point the young player should always look to with especial vigilance.

6.	B. to Q. Kt.'s 5th (ch.)	6. Q. B. to Q's 2nd.*
7.	B. takes B. (ch.)	7. Q. Kt. takes B.
8.	Castles.	8. P. to K's 5th.
9.	Kt. to K's sq.	9. K. B. to Q's 3rd.
10.	P. to K. B's 4th.	10. P. to K. B's 4th.
11.	P. to Q's 3rd.	11. K. Kt. to B's 3rd.
12.	P. takes P.	12. B. to Q. B's 4th (ch.)
13.	K. to R's sq.	13. Q. P. takes P.
14.	P. to Q. Kt.'s 4th.	14. B. to Q. Kt.'s 3rd.
15.	P. to Q. B's 4th.	15. K. Kt. to his 5th.†
16.	Q. to K's 2nd.	16. Q. to K. R's 5th.‡
17.	P. to K. Kt.'s 3rd.	17. Q. to K. R's 3rd.§
18.	Kt. to Q. B's 2nd.	18. Castles on K's side.
19.	P. to Q. B's 5th.	19. Kt. takes P.‖
20.	P. takes Kt.	20. B. takes P.
21.	Kt. to K's 3rd.	21. B. takes Kt.
22.	B. takes B.	22. K. R. to Q's sq.
23.	Q. to Q. B's 4th (ch.)	23. K. to R's sq.
24.	B. to K. Kt.'s sq.	24. Kt. takes K. R. P.¶
25.	K. R. to Q's sq.**	25. Kt. to Kt.'s 5th (dis. ch.)
26.	K. to Kt.'s 2nd.	26. Q. to K. R's 4th.††

* By boldly challenging him to exchange he is forced to do so, or make a disadvantageous retreat.

† Giving him no time to shut out that terrible Bishop.

‡ We should have preferred playing the B. to Q's 5th in the first place, and then moving the Q. to K. R's 5th.

§ Q. to K. R's 6th, threatening to take the K. R. P. with the Kt. next move, would have been stronger.

‖ It is a great fault with many young players that they never know when they have sufficient force to win, and in their anxiety to save some Pawn or Piece which they might well spare, they afford an adversary time either to escape from an attack or to mature one, and finally lose the game. As far as our experience goes, and it extends over many years, we have always found that the Amateur who most readily surmounted the large odds was not the one who tenaciously stuck to every Pawn as if its loss involved the game, but he who endeavoured to wrest the attack from his opponent and was always on the look out to sacrifice his extra Piece for some decisive advantage in position. By giving up his Kt. at this juncture White saves time and still maintains a winning superiority.

¶ Very well played. If, before taking this Pawn, he had played the R. to Q's 7th, Black might have advanced the P. to K. R's 4th, and baffled the attack.

** Taking the Kt. would have been fatal, on account of White's moving K. R. to Q's 7th.

†† Threatening to take the R. with R., and then check with the Kt.

27. Q. R. to B's sq.	27. R. takes R.
28. R. takes R.	28. Kt. to K's 6th (ch.)
29. B. takes Kt.	29. Q. takes R.
30. Q. to Q. B's 5th.	30. P. to Q. Kt.'s 3rd.*
31. Q. to Q. B's 6th.	31. R. to Q's sq.
32. Q. to Q. B's 7th.	32. Q. to K. B's 6th (ch.)
33. K. to R's 2nd.	33. Q. to K's 7th (ch.)
34. K. to R's 3rd.	34. Q. to K. B's 8th (ch.)
35. K. to R's 2nd.	35. Q. to K's 7th (ch.)
36. K. to R's 3rd.	36. Q. to R's 4th (ch.)
37. K. to Kt's 2nd.	37. Q. to Q's 8th.
38. P. to Q. R's 4th.	38. P. to K. R's 3rd.
39. P. to Q. R's 5th.	39. Q. to K's 7th (ch.)
40. K. to R's 3rd.	40. Q. to Kt.'s 5th (ch.)
41. K. to R's 2nd.	41. R. to Q's 8th.
42. B. to K. Kt.'s sq.	42. R. to Q's 7th (ch.)

And White wins.

Game X.

MR. MC DONNELL GIVES THE QUEEN'S KNIGHT TO CAPTAIN EVANS.†

(Remove Black's Queen's Knight from the Board.)

[Evans' Gambit.]

BLACK. (Mr. Mc D.)	WHITE. (Capt. E.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. K. B. to Q. B's 4th.‡
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.

and win the other Rook. Having three Pawns advantage, he might have simplified the game by playing Q. to K. R's 7th (ch.), and if the Bishop, as Black's best play, took his Queen, have checked with the Kt. and won Black's Queen in return.

* Forseeing that if Black dared to take the K. B. P. it would cost him his Bishop.

† These games of Mr. Mc Donnell's were played some fifteen years since, long, of course, before such opponents as Mr. Walker, Captain Evans, Mr. Mathews, &c., had attained their present force.

‡ Better than playing it to the Q. R's 4th. See the "Chess Player's Hand-book," p 132.

8.	P. takes P.	8. B. to Q. Kt.'s 3rd.
9.	P. to Q's 5th.	9. K. Kt. to K's 4th.*
10.	Kt. takes Kt.	10. P. takes Kt.
11.	Q. B. to Q. Kt.'s 2nd.	11. Q. to K's 2nd.
12.	Q. to her 3rd.†	12. P. to K. B's 3rd.
13.	Q. B. to R's 3rd.	13. K. B. to Q. B's 4th.
14.	K. B. checks.‡	14. K. to B's sq.
15.	Q. B. to Q. Kt.'s 2nd.	15. Q. B. to Q's 2nd.
16.	K. B. to Q. B's 4th.	16. Kt. to K. R's 3rd.
17.	Q. R. to Q. B's sq.	17. Kt. to K. B's 2nd.
18.	R. to Q. B's 3rd.	18. K. B. to Q's 3rd.
19.	Q. to K. Kt.'s 3rd.	19. Kt. to K. Kt's 4th.
20.	Q. to Q's 3rd.	20. P. to Q. R's 3rd.
21.	Q. B. to his sq.	21. Kt. to K. B's 2nd.
22.	Q. to Q. Kt.'s sq.§.	22. P. to Q. Kt.'s 4th.
23.	B. to K's 2nd.	23. P. to K. Kt.'s 3rd.
24.	P. to K. Kt.'s 3rd.	24. B. to K. R's 6th.
25.	R. to Q's sq.	25. K. to Kt.'s 2nd.
26.	P. to K. Kt.'s 4th.‖	26. Kt. to K. Kt.'s 4th.
27.	B. takes Kt.	27. P. takes B.
28.	R. takes B.	28. Q. R. to K. B's sq.¶
29.	R. to Q. B's 3rd.	29. K. B. to Q. B's 4th.
30.	K. R. to K. B's sq.	30. Q. R. to K. B's 3rd.
31.	Q. to Q. B's sq.	31. K. B. to Q. Kt.'s 3rd.
32.	K. to Kt.'s 2nd.	32. K. R. to K. B's sq.
33.	P. to K. B's 3rd.	33. P. to K. R's 3rd.
34.	P. to Q. R's 4th.	34. P. to Q. Kt.'s 5th.**
35.	R. to Q. B's 2nd.	35. P. to Q. R's 4th.
36.	Q. to Q's 2nd.	36. K. R. to Q's sq.
37.	K. R. to Q. B's sq.	37. Q. to Q's 2nd.
38.	B. to Q. Kt.'s 5th.	38. Q. to K. B's 2nd.
39.	Q. to K's 2nd.	39. K. R. to K. B's sq.

* Not so secure as retiring it to K's 2nd.

† The opening is admirably played by Black, considering the difficulty of combating an opponent of such force with a Piece minus.

‡ The play of these Bishops to compel the King to move is capital.

§ Not simply to attack the Q. Kt. P., but, when occasion requires it, to be able to play the Q. R. to the K. Kt.'s side of the board.

‖ Cleverly entrapping the adverse Bishop.

¶ After losing the advantage of the Piece originally given, White plays with redoubled skill and circumspection.

** Every move evinces careful study, and will amply repay the student's efforts to find out its purpose.

40. K. R. to K. B's sq.	40. B. to Q's 5th.
41. R. to B's 6th.	41. R. takes R.
42. B. takes R.	42. Q. to K. B's 5th.
43. Q. to Q. Kt.'s 5th.	43. B. to Q. Kt.'s 3rd.*
44. B. to Q's 7th.	44. R. to K. B's 2nd.
45. B. to K's 8th.	45. R. to K's 2nd.
46. R. to Q's sq.†	46. Q. to K. B's 3rd.‡
47. B. to Q. B's 6th.	47. R. to K. B's 2nd.
48. R. to K. B's sq.	48. R. to K. B's sq.
49. Q. to K's 2nd.	49. P. to K. R's 4th.
50. P. takes P.	50. P. takes P.
51. B. to Q's 7th.	51. Q. to K. B's 5th.
52. B. to K. B's 5th.	52. Q. to K's 6th.§
53. Q. to her Kt.'s 5th.	53. R. to K. B's 2nd.
54. K. to R's sq.	54. Q. to Q. B's 4th.
55. Q. to K's 8th.	55. Q. to K's 2nd.
56. Q. to Q. B's 6th.	56. R. to K. B's 3rd.
57. Q. to Q. B's sq.‖	57. R. to K. R's 3rd.¶
58. R. to K's sq.**	58. P. to K. Kt.'s 5th.
59. P. to K. B's 4th.	59. P. takes P.
60. Q. takes K. B. P.	60. R. to Q's 3rd.
61. B. to K's 6th.	61. R. to Q's sq.
62. R. to K. B's sq.	62. R. to K. B's sq.
63. Q. to K's 5th (ch.)	63. K. to R's 3rd.
64. R. to K. B's 5th.	64. R. takes R.
65. P. takes R.	65. Q. to K. Kt.'s 2nd.
66. Q. to K's sq.††	66. Q. to Q. B's 6th.‡‡

* Guarding every point.

† P. Q's 6th would have been futile on account of White's having the power to check with his Q. at her 7th, and win the Pawn. Black plays the Rook thus to prevent the check, and in the hope of being enabled to advance the Pawn securely.

‡ Foreseeing the object of Black's last move.

§ White's passed Pawn is an advantage so great that he may freely challenge an exchange of every Piece.

‖ Every move is an attack and demands unceasing vigilance.

¶ Opening the Queen upon the endangered Pawn.

** As White's Bishop is so placed that the adverse Rook can never occupy the K. Kt.'s sq., and thus attack White's vulnerable point, the K. Kt. P., Black plays him here with the intention of going presently to K's 2nd, and afterwards to K. Kt.'s 2nd. All this, however, White foresees, and guards against.

†† If P. to K. B's 6th, White would play Q. to K. Kt.'s 4th, defying his opponent to exchange the Queens.

‡‡ Threatening mate at K. B's 6th.

67. Q. to K. B's sq.	67. Q. to K. B's 6th (ch.)
68. Q. takes Q.	68. P. takes Q.
69. P. to Q's 6th.	69. P. takes P.
70. P. to K. B's 6th.	70. P. to K. R's 5th.
71. P. to K. B's 7th.	71. K. to Kt.'s 2nd.
72. P. to K. R's 3rd.	72. B. to Q's sq.*
73. K. to Kt.'s sq.	73. B. to K's 2nd.
74. K. to B's 2nd.	74. K. to B's 3rd.
75. B. to Q. Kt.'s 3rd.	75. K. to K's 4th.
76. K. takes P.	76. K. to Q's 5th.
77. K. to K's 2nd.	77. K. to B's 6th.
78. B. to K's 6th.	78. P. to Q. Kt's 6th.
79. K. to Q's sq.	79. K. to Kt.'s 7th.
80. K. to Q's 2nd.	80. B. to K. B's sq.
81. K. to Q's 3rd.	81. K. to R's 6th.
82. K. to Q's 2nd.	82. Q. takes Q. R. P.
83. K. to B's sq.	83. K. to Kt.'s 5th.
84. K. to Kt.'s 2nd.	84. P. to Q. R's 5th.
85. K. to Kt.'s sq.	85. P. to Q. R's 6th.
86. B. to Q's 5th.	86. P. to Q. R's 7th (ch.)
87. K. to R's sq.	87. B. checkmates.

Game XI.

MR. MC DONNELL GIVES MR. NIXON THE QUEEN'S KNIGHT.

(Remove Black's Queen's Knight from the Board.)

[King's Gambit defeated.]

BLACK. (Mr. Mc D.)	WHITE. (Mr. N.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. K. Kt. to B's 3rd.	3. P. to Q's 4th.†
4. P. to K's 5th.‡	4. Q. B. to K's 3rd.

* To relieve his King from the task of watching the enemy's advanced guard.

† This move serves, in some degree, to paralyse the strong attack which the first player obtains when his Gambit is accepted, and may be adopted safely when one receives the odds of a Rook or Knight.

‡ If, 4. P. takes P., then 4. K B. to Q's 3rd.
5. P. to Q's 4th. 5. P. to K. Kt.'s 4th.
6. P. to Q. B's 4th. 6. P. to Q. B's 3rd.
7. K. B. to Q's 3rd.

Even game.

See the "Chess Player's Hand-book," p. 246.

5. P. to Q's 4th.	5. P. to Q. B's 4th.
6. P. to Q. B's 3rd.	6. Q. Kt. to B's 3rd.
7. Q. B. takes P.	7. P. to K. R's 3rd.
8. K. B. to Q's 3rd.	8. P. takes P.
9. P. takes P.	9. P. to K. Kt.'s 4th.
10. Q. B. to K's 3rd.	10. K. B. to Q. Kt.'s 5th (ch.)
11. Kt. to Q's 2nd.	11. P. to K. R's 4th.
12. Castles.	12. Q. to her Kt.'s 3rd.
13. K. Kt. to K. B's 3rd.	13. P. to K. Kt's 5th.
14. Kt. to his 5th.	14. Q. Kt. takes K. P.*
15. Kt. takes Q. B.	15. P. takes Kt.
16. P. takes Q. Kt.	16. Q. takes Q. B. (ch.)
17. K. to R's sq.	17. Castles.
18. Q. to her Kt.'s 3rd.	18. Q. to her Kt's 3rd.
19. R. to K. B's 7th.	19. K. Kt. to K's 2nd.
20. P. to Q. R's 3rd.	20. B. to Q. B's 4th.
21. Q. to her B's 2nd.	21. Kt. to Q. B's 3rd.
22. P. to Q. Kt's 4th.	22. B. to Q's 5th.
23. Q. R. to Q. B's sq.	23. K. to Kt.'s sq.†
24. P. to Q. R's 4th.	24. Q. R. to Q. B's sq.
25. P. to R's 5th.	25. Kt. takes K. P.‡
26. K. R. to R's 7th.	26. Q. to her 3rd.
27. P. to Q. R's 6th.	27. Kt. to Q's 2nd.
28. R. takes K. R.	28. R. takes R.
29. Q. R. P. takes P.	29. K. takes P.
30. Q. to Q. R's 4th.	30. K. B. to Q. Kt.'s 3rd.
31. K. B. to R's 6th (ch.)	31. K. to Kt.'s sq.
32. R. to Q. B's 6th.	32. Q. to K's 4th.
33. R. to Q. B's sq.	33. B. to Q. B's 2nd.
34. Q. to Q. Kt.'s 5th (ch.)	34. Kt. to Q. Kt.'s 3rd.
35. R. takes B.§	35. Q. takes R.
36. Q. to K. B's sq.	36. Kt. to Q. B's 5th.
37. P. to K. R's 3rd.	37. P. to K. Kt.'s 6th.
38. P. to Q. Kt.'s 5th.	38. Kt. to K's 6th.
39. Q. to Q. R's sq.	39. R. to K. B's sq.

* White plays in the right style, and with a little more practice with the same powerful antagonist, must soon have got over such odds as a Knight.

† To save his Knight.

‡ This looks hazardous, but with the advantage White already possesses in force and position, it is sound and fine play.

§ This is compulsory.

40. P. to Q. Kt.'s 6th.*	40. P. takes P.
41. B. to K's 2nd.	41. Kt. takes K. Kt. P.
42. Q. to R's 3rd.	42. R. to B's 7th.
43. K. B. to B's 3rd.	43. Kt. to K's 8th.
44. B. to Kt.'s 2nd.	44. Kt. takes B.

And White wins.

Game XII.

MR. MCDONNELL GIVES THE QUEEN'S KNIGHT TO MR. G. WALKER.†

(Remove Black's Queen's Knight from the Board.)

[French Game.]

BLACK. (Mr. McD.)	WHITE. (Mr. G. W.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. Q. to her Kt.'s 3rd.‡
6. K. B. to Q's 3rd.	6. K. Kt. to R's 3rd.
7. K. B. to Q. B's 2nd.	7. Q. B. to Q's 2nd.
8. Castles.	8. K. B. to K's 2nd.
9. K. to R's sq.	9. P. to K. B's 4th.
10. P. to K. R's 3rd.	10. K. Kt. to B's 2nd.
11. P. to Q's 3rd.	11. P. to K. R's 4th.§
12. P. to Q. R's 3rd.	12. Q. to her sq.‖
13. Q. to K's sq.	13. P. to K. Kt.'s 4th.
14. P. takes P.	14. B. takes P.
15. Kt. takes B.	15. Kt. takes Kt.
16. Q. to her Kt.'s 3rd.	16. Kt. to K. B's 2nd.
17. Q. B. to K. B's 4th.	17. P. to K. R's 5th.
18. Q. to K. Kt.'s 6th.	18. Q. to K's 2nd.
19. P. to Q. Kt.'s 4th.	19. Castles on Q's side.

* Black fights valiantly, but it is a hopeless struggle against such an overwhelming force.

† Played many years ago. See note at page 427.

‡ The opening is played in the most approved mode by White, and, without reference to the odds, he has already an evident superiority in position.

§ White's forces are admirably disposed for an attack on the enemy's King, while he himself may presently Castle in comparative security on the Queen's side.

‖ To enable him to throw forward his K. Kt. P

20. P. to Q's 4th.	20. P. takes Q. P.
21. P. takes P.	21. Kt. takes Q. P.*
22. B. to Q's sq.	22. K. to Kt.'s sq.
23. K. R. to K's sq.	23. Q. R. to Q. B's sq.
24. B. to Q. R's 5th.	24. R. takes B.†
25. Q. takes R.	25. Kt. to Q. B. 7th.
26. Q. R. to Q's sq.	26. Kt. takes R.
27. R. takes Kt.	27. K. to R's sq.‡
28. B. to K's 3rd.	28. P. to Q. Kt's 3rd.
29. Q. to K's 2nd.	29. K. to Kt.'s 2nd.
30. P. to Q. R's 4th.	30. Q. takes Q. Kt. P.
31. R. to Q. R's sq.	31. B. takes Q. R. P.
32. Q. to her R's 2nd.	32. R. to B's 5th.
33. R. to Q. Kt.'s sq.	33. Q. to her B's 6th.
34. Q. to K. B's 2nd.	34. Q. to her B's 7th.
35. Q. to K. Kt.'s sq.	35. Kt. takes P.
36. B. takes P.	36. P. takes B.§
37. Q. takes P. (ch.)	37. K. to B's sq.
38. Q. takes P. (ch.)	38. Kt. to Q's 2nd.
39. Q. to R's 6th (ch.)	39. K. to Q's sq.

And White will win.

Game XIII.

MR. MCDONNELL GIVES CAPTAIN EVANS HIS KING'S KNIGHT.

(Remove Black's King's Knight from the Board.)

[King's Bishop's Opening.]

Black. (Mr. McD.)	White. (Capt. E.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to K's 2nd.	2. K. Kt. to B's 3rd.
3. P. to Q's 3rd.	3. K. B. to Q. B's 4th.
4. Castles.	4. Castles.

* Tempting, but he should have hawked at higher game. By playing the Q. R. to K. Kt.'s sq., and then the Q. to K's sq., the adverse Queen must have been so endangered that escape could only have been purchased at a ruinous loss.

† The proper style. See note at page 426.

‡ This move is from apprehension of Black's taking the Queen's Pawn with his Rook, and afterwards playing P. to K's 6th, discovering check with the Bishop, &c.

§ Quite safe, since he has plenty of Pieces in the neighbourhood to interpose and guard him from perpetual checks.

5.	K. to R's sq.	5. P. to Q's 3rd.
6.	P. to K. B's 4th.	6. Q. Kt. to B's 3rd.
7.	P. to Q. B's 3rd.	7. Q. to K's 2nd.
8.	P. to K. B's 5th.	8. Q. B. to Q's 2nd.
9.	P. to K. Kt.'s 4th.	9. K. to R's sq.
10.	P. to K. Kt.'s 5th.*	10. K. Kt. to his sq.
11.	P. to K. R's 4th.	11. P. to K. B's 3rd.
12.	Q. to K's sq.	12. Q. Kt. to Q's sq.
13.	Q. to K. Kt.'s 3rd.	13. Q. Kt. to Q. B's 3rd.
14.	P. to Q. Kt.'s 4th.†	14. Kt. takes Q. Kt. P.
15.	P. to Q. R's 3rd.	15. Q. Kt. to B's 3rd.
16.	Q. R. to Q. R's 2nd.	16. Q. to K. B's 2nd.
17.	Q. R. to Q. Kt's 2nd.	17. Q. to K's 2nd.
18.	K. B. to Q's sq.‡	18. P. to Q. R's 3rd.
19.	Q. R. to K. Kt's 2nd.	19. P. to Q. Kt.'s 4th.
20.	Q. Kt. to Q's 2nd.	20. Q. R. to Q's sq.
21.	Kt. to K. B's 3rd.	21. Q. B. to his sq.
22.	P. to K. Kt.'s 6th.§	22. P. to K. R's 3rd.
23.	Kt. to K. R's 2nd.	23. Q. Kt. to Q. R's 4th.
24.	Kt. to K. Kt.'s 4th.	24. Q. R. to Q's 2nd.
25.	P. to Q's 4th.‖	25. P. takes P.
26.	K. R. to K. Kt.'s sq.	26. P. takes P.
27.	Kt. takes K. R. P.¶	27. P. takes Kt.
28.	P. to K. Kt.'s 7th (ch.)	28. Q. takes P.
29.	Q. takes Q. B. P.	29. Q. to K's 2nd.
30.	K. R. to K's sq.	30. Q. B. to Q. Kt.'s 2nd.**

* The misfortune of giving the King's Knight is, that although the opening player is enabled to Castle quickly and make a showy onslaught with his King's Pieces, those on the Queen's side are comparatively idle and frequently require so much time to bring up that the fate of the battle is decided before they get into action.

† A mistake, forgetting that White can capture it, and then if his Piece is taken, gain one in return by playing the B. to Q's 5th.

‡ To afford a passage across for the Queen's Rook. If he had taken the Q. Kt. P., White would evidently have been enabled to force an exchange of Rooks.

§ K. B. to Q. Kt.'s 3rd seems to us much stronger play.

‖ To enable him to double his Rooks.

¶ This is an ingenious combination, but Black has not force enough to warrant exchanges.

** White might now have saved his Queen's Knight, but he sees he has advantage enough to win, and by giving it up, he takes the Queen from the immediate point of action.

31. Q. takes Q. Kt.	31. R. to K. B. 2nd.
32. R. to K. Kt.'s 4th.	32. R. to K. Kt.'s 2nd.
33. R. to K. B's 4th.	33. P. to Q's 4th.
34. B. to K. B's 3rd.	34. P. takes K. P.
35. K. B. takes P.	35. P. to Q. Kt.'s 5th.*
36. Q. to Q. R's 4th.	36. R. to Q. 6th.†
37. K. to R's 2nd.	37. B. takes B.
38. Q. R. takes B.	38. Q. takes R.
39. R. takes Q.	39. B. to K. Kt.'s 8th (ch.)
40. K. to R's sq.	40. Q. R. Mates.

CHAPTER XVI.

On the Odds of giving a Knight for the Pawn and Move, or for the two first Moves.

These odds are little practised at the present period, which is to be regretted, since they would certainly impart a variety to our games at odds that is very much required. We annex a few examples, chiefly from the games played by Philidor and his contemporaries.

Game I.

PHILIDOR GIVES HIS QUEEN'S KNIGHT TO COUNT BRUHL IN EXCHANGE FOR THE PAWN AND MOVE.

(Remove Black's Queen's Knight and White's King's Bishop's Pawn‡ from the Board.)

BLACK. (M. Philidor.)	WHITE. (Count B.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. to K's 5th.	2. Q. B. to K. B's 4th.
3. P. to K. Kt.'s 4th.	3. B. to K. Kt.'s 3rd.
4. P. to K. R's 4th.	4. P. to Q. B's 4th.
5. P. to K. R's 5th.	5. B. to K. B's 2nd.
6. P. to Q. B's 3rd.	6. P. to K's 3rd.

* A quiet but most important move, since it effectually shuts out the Queen, and thus prevents Black's King's Bishop moving.

† He might also win by taking the B. with B. (ch.), but the move made is conclusive enough.

‡ It is hardly necessary to mention that, at the odds of the Pawn and move and Pawn and two or three moves, it is the King's Bishop's Pawn which is invariably given.

7. P. to K. B's 4th.	7. Q. Kt. to B's 3rd.
8. P. to Q's 4th.	8. P. takes P.
9. P. takes P.	9. B. to Q. Kt.'s 5th (ch.)
10. K. to B's 2nd.	10. K. Kt. to K's 2nd.
11. K. Kt. to B's 3rd.	11. P. to Q. R's 3rd.*
12. P. to Q. R's 3rd.	12. B. to Q. R's 4th.
13. P. to Q. Kt.'s 4th.	13. B. to Q. Kt.'s 3rd.
14. Q. B. to K's 3rd.	14. Castles.
15. K. B. to Q's 3rd.	15. K. to R's sq.
16. K. to Kt.'s 3rd.	16. Q. to Q's 2nd.
17. Q. R. to Q. R's 2nd.	17. B. to K. Kt.'s sq.
18. K. B. to Q. Kt.'s sq.†	18. Q. Kt. to Q's sq.
19. Kt. to K. R's 4th.‡	19. Q. Kt. to K. B's 2nd.
20. Kt. to K's 6th (ch.)	20. Kt. takes Kt.
21. P. takes Kt.	21. Kt. to K. R's 3rd.
22. Q. R. to K. R's 2nd.	22. P. takes P.
23. K. B. takes P.§	23. Q. B. to K. R's 2nd.
24. Q. to Q. Kt's sq.	24. Q. R. to K's sq.‖
25. B. takes B.	25. Q. R. to K's 2nd.
26. B. to K. Kt.'s 6th.	26. K. to Kt.'s sq.
27. P. to K. Kt.'s 5th.	27. Kt. to K. B's 4th (ch.)

And Black mates in two moves.

Game II.

BETWEEN THE SAME PLAYERS UPON THE SAME TERMS.

(Remove Black's Queen's Knight and White's King's Bishop's Pawn from the Board.)

BLACK. (M. Philidor.)	WHITE. (Count B.)
1. P. to K's 4th.	1. P. to Q's 4th.
2. P. to K's 5th.	2. Q. B. to K. B's 4th.
3. P. to Q's 4th.	3. P. to Q. B's 4th.
4. P. takes Q. B. P.	4. Q. to Q. R's 4th (ch.)
5. P. to Q. B's 3rd.	5. Q. takes P. at her B's 4th.
6. Q. B. to K's 3rd.	6. Q. to Q. B's 3rd.

* To prevent his Queen's Knight being forced to retreat home by the advance of the Queen's Pawns.

† For the purpose of playing his Queen before it on the same diagonal.

‡ Much better than to K. Kt. 5th.

§ The proper move since the Knight cannot run away.

‖ He has no better move, hopeless as this is.

7. P. to Q. R's 4th.	7. P. to Q. R's 3rd.
8. P. to K. Kt.'s 4th.	8. Q. B. to K. Kt.'s 3rd.
9. K. B. to K. Kt's 2nd	9. P. to K's 3rd.
10. K. Kt. to K.'s 2nd.	10. Q. Kt. to Q's 2nd.
11. P. to K. B's 4th.	11. K. B. to Q. B's 4th.
12. B. to Q's 4th.	12. Q. B. to K. B's 2nd.
13. Q. to Q's 2nd.	13. K. Kt. to K's 2nd.
14. P. to Q. Kt.'s 4th.	14. B. takes B.
15. Kt. takes B.	15. Q. to her B's 2nd.
16. P. to K. R's 4th.	16. Q. R. to Q. B's sq.
17. Q. R. to Q. B's sq.	17. Q. Kt. to Q. Kt.'s 3rd.
18. P. to Q. R's 5th.	18. Kt. to Q. B's 5th.
19. Q. to K's 2nd.	19. Castles on K's side.
20. P. to K. R's 5th.*	20. K. Kt. to Q. B's 3rd.
21. Kt. to K. B's 3rd.	21. P. to Q. Kt.'s 4th.
22. Q. to Q's 3rd.	22. Q. to Q. R's 2nd.†
23. K. to K's 2nd.	23. K. to R's sq.
24. Kt. to K. R's 4th.	24. Q. B. to K's sq.
25. Kt. to Kt.'s 6th (ch.)	25. B. takes Kt.
26. P. takes B.	26. R. takes K. B. P.‡
27. R. takes P (ch.)	27. K. to Kt.'s sq.
28. K. B. takes P §	28. Q. to K. B's 7th (ch.)
29. K. to Q's sq.	29. Kt. to Q. Kt.'s 7th.

Mate.

Game III.

PHILIDOR GIVES THE QUEEN'S KNIGHT TO THE HON. H. CONWAY FOR THE TWO FIRST MOVES.

(Remove Black's Queen's Knight from the Board.)

BLACK. (M. Philidor.)	WHITE. (Hon. H. C.)
1. P. to K's 4th.	1.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q's 5th.
4. K. B. to Q. B's 4th.	4. P. to Q. B's 4th.
5. P. to Q's 3rd.	5. P. to K's 3rd.
6. P. to Q. B's 3rd.	6. Q. Kt. to B's 3rd.
7. P. to Q. R's 4th.	7. K. B. to K's 2nd.

* These Pawns look much more formidable than they really are.
† Threatening to force an exchange of Queens.
‡ Kt. takes K. P. would also win.
§ Overlooking the palpable checkmate, White menaces!

8.	K. Kt. to B's 3rd.	8. K. Kt. to R's 3rd.
9.	Castles.	9. Castles.
10.	Q. B. to Q's 2nd.	10. K. to R's sq.
11.	P. to K. R's 3rd.	11. Kt. to K. B's 4th.
12.	P. to K. Kt.'s 4th.	12. Kt. to K's 6th.
13.	B. takes Kt.	13. P. takes B.
14.	Q. to K's 2nd.	14 Kt. to Q. R's 4th.
15.	K. B. to Q. R's 2nd.	15. P. to Q. B's 5th.
16.	P. to Q's 4th.*	16. Kt. to Q. Kt.'s 6th.†
17.	Q. R. to Q's sq.	17. Q. to her R's 4th.
18.	Q. takes Q. B. P.	18. Kt. to Q's 7th.
19.	Kt. takes Kt.	19. P. takes Kt.
20.	R. takes P.	20. P. to Q. R's 3rd.
21.	B. to Q. Kt.'s sq.‡	21. P. to K. B's 4th.
22.	P. to Q. Kt.'s 3rd.	22. P. to Q. Kt.'s 4th.
23.	Q. R. P. takes P.	23. Q. takes P.
24.	K. B. to Q's 3rd.	24. Q. takes Q.
25.	P. takes Q.	25. Q. B. to Q. Kt.'s 2nd.
26.	P. to Q. B's 5th.	26. Q. R. to Q's sq.
27.	K. to R's 2nd.	27. B. to K's 5th.
28.	B. takes B.	28. P. takes B.
29.	Q. R. to K's 2nd.	29. P. to Q. R's 4th.
30.	K. to Kt.'s 3rd.	30. K. B. takes P.
31.	R. takes P.§	31. K. B. to K's 2nd.
32.	K. R. to Q. R's sq.	32. Q. R. to Q. R's sq.
33.	P. to K. R's 4th.	33. K. R. to Q. B's sq.
34.	Q. R. to K's 3rd.	34. P. to Q. R's 5th.
35.	P. to K. B's 5th.	35. P. to Q. R's 6th.
36.	P. takes K. P.	36. P. to Q. R's 7th.
37.	P. to Q's 5th.	37. K. B. to Q. B's 4th.
38.	R. to K. B's 3rd.	38. K. to Kt.'s sq.
39.	P. to Q's 6th.	39. K. R. to K. B's sq.
40.	P. to K's 7th.	40. R. takes R. (ch.)
41.	K. takes R.	41. K. to B's 2nd.
42.	K. to K's 4th.	42. K. to K's sq.

* Philidor has now effected his favourite manœuvre of establishing a clustre of self-sustaining central Pawns.

† This, like the previous march of the K. Kt. to K's 6th, must in the end cost White a Pawn.

‡ Anticipating the advance of White's Queen's Knight's Pawn.

§ Few players could have resisted the temptation of taking the Bishop, but faithful to his principle of reliance on the Pawns, Philidor, even for the gain of a Piece, declines to break his centre phalanx.

43. K. to Q's 5th.	43. B. takes Q. P.
44. P. takes B.	44. R. to R's 2nd
45. K. to K's 6th.	45. R. to R's 3rd.

Black mates in three moves.

Game IV.

M. VERDONI GIVES MR. ATWOOD THE QUEEN'S KNIGHT IN EXCHANGE FOR THE TWO FIRST MOVES.

(Remove Black's Queen's Knight from the Board.)

BLACK. (M. V.)	WHITE. (Mr. A.)
1. P. to K's 4th.	1.
2. K. B. to Q. B's 4th.	2. P. to K's 4th.
3. K. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. K. B. to Q. B's 4th.
5. P. to Q. Kt.'s 4th.*	5. B. to Q. Kt.'s 3rd.
6. P. to Q's 4th.	6. P. takes P.
7. P. takes P.	7. Q. to K's 2nd.
8. Castles.	8. Q. takes Q. Kt. P.
9. Q. to her 3rd.	9. K. B. takes Q. P.
10. Kt. takes B.	10. Kt. to K's 4th.†
11. K. B. takes P. (ch.)	11. K. takes B.
12. Q. to K's 3rd.	12. K. Kt. to B's 3rd.
13. Q. B. to R's 3rd.	13. Q. to Q. R's 5th.
14. Q. B. to his sq.‡	14. K. Kt. to his 5th.§
15. Q. to K. B's 4th (ch.)	15. K. to K's sq.
16. Kt. to K. B's 5th.	16. P. to Q's 3rd.
17. Kt. takes K. Kt. P. (ch.)	17. K. to K's 2nd.
18. P. to K. R's 3rd.	18. K. R. to Kt.'s sq.
19. Kt. to K. B's 5th (ch.)	19. B. takes Kt.
20. Q. takes B.	20. K. Kt. to B's 3rd.
21. Q. B. to K. Kt.'s 5th.	21. Kt. to K. B's 6th (ch.)‖
22. P. takes Kt.	22. R. takes B. (ch.)
23. Q. takes R.	23. Q. R. to K. Kt.'s sq.
24. Q. to K. Kt.'s 3rd.	24. R. takes Q. (ch.)

* With a move in advance, what an almost irresistable attack the Evans' Gambit must prove in the hands of an accomplished player!

† Very ingenious.

‡ Apprehensive of Q. Kt. to Q. B's 5th.

§ Q. Kt. to this square would probably have been stronger.

‖ Beautifully conceived.

25. P. takes R.	25. Q. to Q's 5th (ch.)
26. K. to Kt.'s 2nd.	26. Q. to Q. Kt.'s 7th (ch.)
27. K. to Kt.'s sq.	27. Kt. to K. R's 4th.
28. Q. R. to Kt. sq.	28. Q. to Q's 5th (ch.)
29. K. to Kt.'s 2nd.	29. Q. to K's 4th.

And White wins.*

CHAPTER XVII.

On giving the Odds of the Pawn and Three Moves.

The odds of the Pawn and three moves are seldom given, and as they are very uninstructive to the receiver and very disagreeable to the giver, they are never likely to be in high favour. In value to the inferior player they are about equal to receiving a Knight in exchange for the two first moves, but they are neither so pleasing nor so edifying as that description of odds, which we shall gladly see brought into use again both here and on the continent.

Game I.

(Before attempting the variations in this Chapter remove Black's King's Bishop's Pawn from the Board.)

WHITE.	BLACK.
1. P. to K's 4th.	
2. P. to Q's 4th.	
3. K. B. to Q's 3rd.†	3. P. to K's 3rd.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.

* An elegant and brilliant little game.

† Whenever the odds given consist of so many moves, it is understood that the first player is not permitted to cross beyond his own half of the board before his adversary makes a move. The necessity of this restriction will be immediately apparent, if we reflect that, without it, in the present game, White might force checkmate at once, by simply playing,—

1. P. to K's 3rd.	1.
2. B. to Q's 3rd.	2.
3. Q. to K. R's 5th (ch.)	3. P. to K. Kt.'s 3rd.
4. Q. takes Kt. P. (ch.)	4. P. takes Q.
5. B. takes P.	

Mate.

Black may play 4. Q. to K's 2nd, instead of this move; in which case the following variation is probable:—

	4. Q. to K's 2nd.
5. Kt. to K. R's 3rd.	5. P. to Q's 4th.

(White might likewise move 5. P. to K. R's 4th, and follow it with 6. R. to K. R's 3rd, &c.)

6. K. Kt. to his 5th.	6. P. to K. Kt.'s 3rd.
7. P. to K. R's 4th.	7. P. to Q. B's 4th.
8. P. to K. R's 5th.	8. B. to K. R's 3rd.

(Black would play badly to advance the P. to Q. B's 5th, and take the K. B.; for instance:—

	8. P. to Q. B's 5th.
9. P. takes K. Kt. P.	9. P. takes B.
10. R. takes K. R. P.	10. B. to K. Kt.'s 2nd.

(Taking the R. would be fatal.)

11. Q. takes P.	11. R. takes R.
12. P. takes R.	12. K. Kt. to R's 3rd.
13. Q. to K. Kt.'s 6th (ch.)	13. K. to Q's 2nd (best.)
14. Kt. takes K. P.	14. B. to K. R's sq.

(Taking the Kt. would enable White to make a second Queen.)

15. Kt. to Q. B's 5th (ch.)	15. K. moves.
16. Q. takes Kt., &c.	

9. Q. to K. Kt.'s 4th.	9. P. to Q. B's 5th.
10. P. takes K. Kt. P.	10. P. takes B.
11. P. takes K. R. P.	11. R. takes P.
12. Kt. takes R.	12. Q. takes Kt.
13. B. takes B.	13. P. takes Q. B. P.
14. Q. Kt. to B's 3rd.	14. Kt. takes B.
15. Q. to K. R's 5th (ch.)	15. K. to Q's 2nd.
16. Q. takes Kt.	

And will win.

5. P. to K. R's 4th.	5. P. to Q. B's 4th.
6. P. to K. R's 5th.	6. P. to K. Kt.'s 4th.
7. P. to K. R's 6th.	7. Q. to K's 2nd.

If, 7. Kt. takes K. R. P., White wins two minor Pieces for a Rook; and if, 7. B. takes K. R. P., he gains a decisive advantage in position, (*e. g.*):—

	7. K. B. takes K. R. P.
8. Q. to K. R's 5th (ch.)	8. K. to K. B's sq.

(If Black play K. to his 2nd, White gains a Piece, by Q. takes K. B. and Q. B. takes P. (ch.), &c.)

9. K. R. to R's 3rd.

With a winning position.

8. Q. to K. R's 5th (ch.)	8. Q. to K. B's 2nd.
9. Q. takes K. Kt. P.	9. Q. Kt. to B. 3rd.

If Black play 9. K. B. to K's 2nd, the reply should be 10. Q. to K. Kt.'s 7th.

10. P. takes Q. B. P.	10. K. Kt. to K's 2nd.

Taking the P. with K. B. would be hazardous; for example:—

	10. K. B. takes P.
11. Q. to K. Kt.'s 7th.	11. Q. takes K. B. P. (ch.)
12. K. to Q's sq.	

With a fine game.

11. Kt. to K. B's 3rd.	11. R. to K. Kt.'s sq.
12. Q. to K. R's 4th.	12. R. takes K. Kt. P.
13. Kt. to K. Kt.'s 5th.	13. Kt. to K. Kt.'s 3rd (best.)
14. Kt. takes Q.	14. Kt. takes Q.
15. R. takes Kt.	15. K. takes Kt.

White might also play 15. Kt. to Q's 6th (ch.), and win easily.

(If the Black R. checks, White may move to K's 2nd; and if then Black take his B. with R., he can reply with Kt. to Q's 6th (ch.), &c.)

16. K. to B's sq.	16. K. R. to K. Kt.'s sq.
17. K. B. takes K. R. P.	17. K. R. to his sq.
18. K. B. to K's 4th.	18. Kt. takes K. P.
19. Q. B. to K's 3rd.	

And White will win.

Game II.

WHITE.	BLACK.
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.	2.
3. Q. to K. Kt's 4th.	3. P. to K's 3rd, or (A.)

This mode of beginning for White was first suggested, if we mistake not, in a Treatise on Chess, by Mr. G. Walker.

If Black reply with any other move than playing his King's or his Queen's Pawn, he will lose the game directly.

4. B. takes K. R. P.	4. Kt. to K. B's 3rd.
5. B. to K. Kt.'s 6th (ch.)	5. K. to K's 2nd.
6. Q. to K. Kt.'s 5th.	

Having gained another Pawn, with a fine position.

(A.)

WHITE.	BLACK.
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.	2.
3. Q. to K. Kt.'s 4th.	3. P. to Q's 3rd.
4. Q. to K. R's 5th (ch.)	4. K. to Q's 2nd.
5. B. takes K. R. P.	

Gaining another Pawn and a superiority in position.

The advantage, however, from this mode of taking the three first moves is not so enduring as that derived from the attack in Game the First.

Game III.

WHITE.	BLACK.
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.	2.
3. K. Kt. to R's 3rd.	3. P. to K's 3rd, or (A.)
4. Q. to R's 5th (ch.)	4. K. to his 2nd.
5. Kt. to K. B's 4th.	5. Kt. to K. B's 3rd.
6. Q. to K. R's 4th.	

With a good game.

If White, for his 5th move, play,

5. K. Kt. to his 5th.	5. K. Kt. to B's 3rd.

If, instead of this move, he advance the P. to K. Kt. 3rd, White takes it with his Bishop, retreating his Q. to R's 4th, if Black attack her with his K. Kt.; if he play, 5. P. to K. R's 3rd, White can reply with Q. to K. B's 7th (ch.), and proceed as follows:—

	5. P. to K. R's 3rd.
6. Q. to K. B's 7th (ch.)	6. K. to Q's 3rd.
7. Q. to K. B's 4th (ch.)	7. K. to his 2nd (best.)

If, in place of retiring the King, he play him to Q. B's 3rd or 4th, he loses his Queen, and if, instead of moving the King, he play, 7. P. to K's 4th, White may check first with his Kt. at K. B's 7th, and then retire his Q. to K. B's 3rd, always secure of winning a clear Rook.

6. Q. to K. B's 7th (ch.)	6. K. to Q's 3rd.
7. Q. Kt. to B's 3rd.	7. Q. to K's 2nd.

And Black may escape apparently without any very serious loss.

Playing Kt. to K. Kt.'s 5th for his 5th move does not, therefore, seem so strong for White as Kt. to B's 4th.

(A.)

WHITE.	BLACK.
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.	2.
3. K. Kt. to R's 3rd.	3. P. to K. Kt.'s 3rd.

This appears to be his best defence, and the difficulty of carrying on the attack against it conclusively proves, we think, that White's opening in these latter examples, is not so effective as the old one in the first game of 1. P. to K's 4th, 2. P. to Q's 4th, and 3. K. B. to Q's 3rd.

4. K. Kt. to his 5th.	4. K. Kt. to R's 3rd.

And Black, from the bad position of the adverse King's Bishop, may make a good resistance.

Should White for his 4th move play Q. to K. Kt.'s 4th, would reply with P. to Q's 3rd or K. Kt. to R's 3rd, tolerably defensible game.

We conclude this chapter with two really played games at these odds.

First Game.

BETWEEN MR. MC DONNELL AND AN AMATEUR.

(Remove Black's King's Bishop's Pawn from the Board.)

WHITE. (Mr. A.)	BLACK. (Mr. Mc D.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2.
3. K. B. to Q's 3rd.	3. P. to K's 3rd.
4. P. to K's 5th.	4. Q. to K's 2nd.
5. K. Kt. to B's 3rd.	5. P. to Q's 4th.
6. K. Kt. to his 5th.	6. P. to K. Kt.'s 3rd.
7. P. to K. R's 4th.	7. K. B. to R's 3rd.
8. P. to K. B's 4th.	8. Q. to K. Kt.'s 2nd.*
9. P. to Q. B's 4th.	9. P. to Q. B's 3rd.
10. P. takes P.	10. Q. B. P. takes P.
11. Q. Kt. to B's 3rd.	11. K. Kt. to K's 2nd.
12. P. to K. Kt.'s 4th.	12. B. takes Kt.
13. K. R. P. takes B.	13. P. to K. R's 3rd.

* Chiefly with the view of bringing his K. Kt. into play.

14. P. takes P.	14. R. takes P.
15. Q. to K. B's 3rd.	15. Q. to K. R's sq.
16. R. takes R.	16. Q. takes R.
17. Q. B. to K's 3rd.	17. Q. to K. R's 7th.*
18. Castles.	18. Q. to K. R's 2nd.
19. R. to K. R's sq.	19. Q. to K. Kt.'s sq.
20. R. to K. R's 6th.	20. Q. Kt. to Q's 2nd.
21. Q. to K. R's 3rd.	21. Q. Kt. to K. B's sq.
22. Q. Kt. to Kt.'s 5th.	22. K. to Q's sq.
23. Q. to K. R's 4th.	23. Q. B. to Q's 2nd.
24. Q Kt. to Q's 6th.	24. Q. to K. Kt.'s 2nd.
25. Kt. takes Q. Kt. P. (ch.)	25. K. to Q. B's sq.
26. Kt. to Q. B's 5th.	26. P. to Q. R's 4th.
27. Kt. takes B.	27. K. takes Kt.
28. B. checks.	28. K. to Q. B's 2nd.
29. K. to to Q. Kt.'s sq.	29. Kt. to K. Kt.'s sq.
30. R. to K. R's 8th.	30. P. to K. Kt.'s 4th.†
31. Q. to K. R's 2nd.	31. K. to Q. Kt.'s 3rd.
32. K. B. to Q's 3rd.	32. P. takes P.
33. Q. B. takes P.	33. R. to Q. B's sq.
34. P. to K. Kt.'s 5th.	34. Kt. to K's 2nd.
35. Q. to K. R's 6th.	35. Q. to K. B's 2nd.
36. Q. to K. B's 6th.	36. Q. to K's sq.
37. B. to K's 3rd.	37. Q. to Q. R's 5th.‡
38. Q. to K. B's sq.	38. K. Kt. to Q. B's 3rd.
39. K. B. to B's 2nd.	39. Q. to her Kt.'s 5th.
40. P. to Q. R's 3rd.	40. Q. to K's 2nd.
41. Q. to K. B's 6th.	41. Q. to her B's 2nd.
42. R. takes Kt.	42. Kt. to Q. Kt. 5th.
43. Q. takes P. (ch.)	43. K. to Kt.'s 4th..
44. P. to R's 4th (ch.)	44. K. to Q. B's 5th.
45. R. takes R.	

And White wins.

* An utterly lost move, since White can Castle and threaten to win the Queen by moving the R. to K. R's sq.

† Well intended. White dare not take, on account of Kt. to K. Kt.'s 3rd.

‡. Threatening mate.

Second Game.

BETWEEN THE AUTHOR AND AN AMATEUR OF THE PARIS CERCLE DES ECHECS.

(Remove Black's King's Bishop's Pawn from the Board.)

WHITE. (Mr. —.)	BLACK. (Mr. S.)
1. B. to K. 4th.	
2. P. to Q's 4th.	
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to Q's 5th.	5. B. to K. Kt.'s 2nd.
6. P. to K. B's 4th.	6. P. to K's 3rd.
7. P. to Q's 6th.	7. Q. Kt. to B's 3rd.
8. P. to Q. B's 3rd.	8. P. to Q. B's 5th.
9. B. to K's 4th.*	9. P. to Q. Kt.'s 4th.†
10. K. Kt. to B's 3rd.	10. B. to Q. Kt.'s 2nd.
11. K. Kt. to his 5th.	11. K. Kt. to R's 3rd.
12. Kt. takes K. R. P.	12. Q. Kt. takes K. P.‡
13. B. takes B.	13. Kt. to Q's 6th (ch.)
14. K. to B's sq.	14. Q. to her Kt.'s 3rd.
15. Q. to K. B's 3rd.	15. R. to Q. Kt.'s sq.
16. K. B. to K's 4th.	16. Kt. takes Q. B.
17. B. takes P. (ch.)	17. K. to Q's sq.
18. Q. Kt. to R's 3rd.	18. Q. Kt. to Q's 6th.
19. B. takes Kt.	19. P. takes B.
20. Q. takes P.	20. Kt. to K. B's 4th.
21. Kt. to K. Kt.'s 5th.	21. R. to K. B's sq.
22. Q. R. to K's sq.	22. P. to Q. R's 3rd.
23. K. Kt. to K's 4th.	23. B. to K's 4th.
24. P. to K. Kt.'s 3rd.§	24. B. takes Q. P.
25. Q. R. to Q's sq.‖	25. Kt. to K's 6th (ch.)
26. K. to his 2nd.	26. Kt. to Q's 4th.¶

* If he had taken the offered Pawn, Black might have taken the K. P. with his Kt. in return, and then, when his Kt. was captured, have played the Q. to K. R's 5th (ch.), &c.

† Black might also now have taken the K. P. advantageously.

‡ The attack and counter-attack are maintained with a good deal of spirit and ingenuity on both sides at this juncture.

§ By taking the Bishop he would have been mated on the move.

‖ Ingenious, since, if Black were tempted to win it, he must lose two Pieces in return.

¶ Taking the Rook, as was observed in the preceding note, would have cost Black two Pieces.

27. Kt. takes B.	27. Q. takes Kt.
28. K. R. to K's sq.	28. R. takes K. B. P.
29. K. to Q's 2nd.*	29. R. to B's 7th (ch.)
30. K. to Q. B's sq.	30. Q. to K. B's sq.
31. Q. to her 4th.†	31. P. to Q. Kt.'s 5th.
32. Q. to her R's 7th.‡	32. Q. R. to Q. B's sq.
33. R. takes Kt.	33. Q. to K. R's 3rd (ch.)§
34. K. to Q. Kt.'s sq.	34. K. R. takes Q. Kt. P. (ch.)‖
35. K. takes R.¶	35. P. takes Kt. (ch.)
36. K. to R's sq.	36. P. takes R.

And the game was eventually won by Black.

* He would obviously have lost his Queen by capturing the Rook.

† White now plays very cleverly for the purpose of drawing the game.

‡ Thinking to compel him to move his Q. R., in which case, after taking the Kt., he hoped to give perpetual check by playing the Q. to her Kt.'s 6th and 8th squares.

§ This appears the only possible way to defeat White's manœuvre.

‖ Black's object on checking with his Queen was to take the adverse R. with the K. P., and thus bring his Queen to bear upon her threatened Kt.'s 3rd square; this he could not prudently do while his own K. R. was *en prize* of the adverse Queen, and hence this move of "R. takes K. Kt.'s P. (ch.)"

¶ His best move.

CHAPTER XVIII.

On giving the Odds of the Pawn and Two Moves.

These are very instructive odds; the attack they afford is sufficiently powerful to stimulate the inferior player to the utmost; and, on the other hand, to call into action all the skill and patient self-possession of his opponent, who for a long time, if the most is made of the opening, has quietly to submit to a galling fire from his enemy's forces, which he must be content to bear until the gradual development of his own Pieces enables him to change his defensive tactics, and become the aggressor. There are no odds, however, so deceptive. An Amateur, promoted from the ranks of the Rook or Knight players to a "Pawn and two man," is so surprised at the apparent facility with which he can prosecute an assault, that he is very apt to overshoot his mark, and in the endeavour to crush his opponent in the outset, permits the attack to be wrested from him before the game is half developed. The immense superiority in position which these odds afford, leads him also commonly into the error of believing that he must soon surmount them; that it is impossible for any player to continue giving him advantages of attack so striking, for any length of time: experience, however, shows the contrary. With the abundant facilities for study and practice in the game which the present day affords, an Amateur, who makes good use of them, may possibly "get over" the odds of a Rook or the Knight in a couple of years. But to master the Pawn and Two Moves, *when given by a really first-rate player*, requires, except in cases of extraordinary capacity for Chess, many years of close attention, and almost incessant practice with experienced players.

The usual and, as far as we know, the best method of beginning the game for the first player, is to open with 1. $\frac{\text{P. to K's 4th}}{}$, 2. $\frac{\text{P. to Q's 4th}}{}$; and the most important defences to this opening are, first, 2. $\frac{\text{P. to K's 3rd}}{}$, secondly, 2. $\frac{\text{Q. Kt. to B's 3rd}}{}$, and, thirdly, 2. $\frac{\text{P. to Q's 3rd}}{}$.

The examination of this attack and those defences will, therefore, occupy the chief part of the present chapter.

Game I.

(Before attempting to play over any of the following openings the reader must be careful to remove Black's King's Bishop's Pawn from the Chess Board.)

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.

The above two moves, on the part of the opening player, are those most frequently adopted, and it is doubtful whether any better can be found. They serve at once to give him command over the centre of the field, and to open an immediate passage for his Queen and Bishops.

For the result of—

1. P. to K's 4th — 2. P. to K. B's 4th.

1. P. to K's 4th — 2. K. Kt. to B's 3rd.

1. P. to K's 3rd — 2. K. B. to Q's 3rd

See Games V., VI., and VII.

In reply to the first player's moves of P. to K's 4th, and P. to Q's 4th, at the beginning, his adversary may play 2. P. to K's 3rd, as above, or, 2. P. to Q's 3rd, or 2. Q. Kt. to B's 3rd. or 2. P. to Q. B's 4th; each of which will form the subject of a separate game. See Games II., III., and IV.

3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.

White may also play, 3. P. to Q. B's 4th, 3. P. to K. B's 4th, 3. K. Kt. to B's 3rd, and Q. Kt. to B's 3rd. See Variations I., II., III., and IV.; but there is no one of them so directly attacking as the move in the text.

Black replies thus for the purpose of disturbing the adversary's centre Pawns, and to make an opening for the Queen upon her own side. If, instead of this move, he play 3. P. to K. Kt.'s 3rd, White's strongest rejoinder appears to be 4. P. to K. R's 4th. Black may, however, play 3. P. to Q's 4th, 3. P. to Q. B's 3rd, and 3. Q. Kt. to B's 3rd. Let us suppose,—

In the first place:—

	3. P. to Q's 4th.
4 P. to K's 5th.	4. P. to K. Kt.'s 3rd.

If White take the P. with P., Black can retake with his Q., and obtain a freer game than he ought at these odds.

Instead of 4. P. to K. Kt.'s 3rd, should Black reply with 4. Q. to K's 2nd, he for some time renders both his K. Kt. and K's Bishop totally inactive; and if he play 4. K. Kt. to K's 2nd, White may answer with 5. Q. B. to K. Kt.'s 5th advantageously.

5. P. to K. R's 4th.	5. P. to Q. B's 4th.
6. P. to K. R's 5th.	6. P. to Q. B's 5th, or (A.)

The move recommended for White by La Bourdonnais, in his brief treatise on these odds, is 6. P. to Q. B's 3rd. This appears to us, however, a needless precaution at the present moment, since we doubt much whether Black can venture to attack the Bishop.

7. P. takes K. Kt. P.	7. P. takes B.
8. K. R. takes P.	

With a winning game.

For suppose now Black to play,—

Firstly:—

	8. P. takes Q. B. P.
9. Q. to K. R's 5th.	9. B. to K. Kt.'s 2nd (best.)

Taking the Q. Kt. with his P. to make another Queen would be fatal, on account of White s playing 10. P. to K. Kt.'s 7th, discovering check, &c., and then Queening with a second discovered check, &c.

10. R. takes R.	10. P. takes Q. Kt. and "Queens."
11. R. takes Kt. (ch.)	11. K. to Q's 2nd (best.)
12. K. R. takes Q. (ch.)	12. K. takes R.
13. Q. R. takes Q.	

And wins, of course.

Secondly:—

	8. K. B. to Kt.'s 2nd.
9. Q. to K. R's 5th.	9. R. takes R.
10. P. takes R. (dis. ch.)	10. K. to B's sq.
11. Q. to K. B's 3rd (ch.)	11. Kt. to K. B's 3rd.
12. Q. B. to K. R's 6th.	12. K. to B's 2nd.
13. P. takes Kt.	13. Q. takes P. (best.)
14. B. takes B.	14. Q. takes Q. (best.)
15. P. to R's 8th, "Queens."	

And wins.

There is, however, another move in this last variation which Black has at command, viz.—7. P. to K. R's 4th, that it may be desirable to examine, suppose,—

	7. P. to K. R's 4th.
8. P. to K. Kt.'s 7th.	8. K. B. takes P.
9. K. B. checks.	9. K. to Q's 2nd.
10. R. takes P.	10. R. takes R.
11. Q. takes R.	

And has a winning position.

(A.)

	6. P. to K. Kt.'s 4th.
7. P. to Q. B's 3rd.	7. Q. Kt. to B's 3rd.
8. P. to K. B's 4th.	

With an excellent opening.

In the second place:—

	3. P. to Q. B's 3rd.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. K. Kt. to K's 2nd.
6. P. to K. R's 5th.	6. B. to K. Kt.'s 2nd.
7. P. takes P.	7. P. takes P.

(Should he, instead of retaking the P., move 7. P. to K. R's 3rd, White having gained another P., may content himself by quietly developing his forces; for, if he chose a more adventurous game, and took the K. R. P., the following moves are not unlikely.)

	7. P. to K. R's 3rd.
8. Q. B. takes P.	8. R. takes B. (best.)

(If he take with the B., White plays P. to K. Kt.'s 7th, &c.)

9. R. takes R.	9. B. takes R.
10. Q. to K. B's 3rd.	10. P. to Q's 4th (best.)
11. Q to K. B's 7th (ch.)	11. K. to Q's 2nd.
12. P. to K. Kt's 7th.	12. Q. to K. Kt.'s sq.
13. Q. takes Q.	13. Kt. takes Q.
14. B. to K. R's 7th.	14. Kt. to K's 2nd.
15. P. "Queens."	15. Kt. takes Q.
16. B. takes Kt.	16. B. to Q. B's 8th.

And Black will win two Pawns in return for those he is deficient.

8. R. takes R.	8. B. takes R.
9. Q. to K. Kt.'s 4th.	

And White must gain a second Pawn.

In the third place:—

	3. Q. Kt. to B's 3rd.
4. P. to K's 5th.	4. Q. Kt. to K's 2nd.
5. Q. B. to K. Kt.'s 5th.	5. P. to K. Kt.'s 3rd.
6. Q. to K. B's 3rd.	

Threatening B. to K. B's 6th, which must win a Piece, or give an overwhelming attack.

4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.

Instead of advancing the P. to K's 5th, White may obtain an excellent game by taking P. with P. or moving 4. P. to Q's 5th. See Variation (B.)

Black's 4th move is that most commonly adopted by the second player at this point; but he may check with his Queen, when the following moves are likely to occur.

4. Q. to her R's 4th. (ch.)

(It is obvious he would lose a Piece by taking the P. with his K. B.)

5. Q. B. to Q's 2nd.	5. Q. to her Kt.'s 3rd.
6. Q. to K. R's 5th (ch.)	6. K. to Q's sq.
7. Q. Kt. to B's 3rd.	7. P. takes P.
8. Q. Kt. to K's 4th.	8. Q. Kt. to B's 3rd
9. K. Kt. to B's 3rd.	9. K. Kt. to K's 2nd.
10. Q. Kt. to Q's 6th.	

With a fine opening.

5. P. to K. R's 4th. 5. P. takes Q. P.

If White prefer a safer game, he may move 5. P. to Q. B's 3rd, before throwing forward his K. R. P. Let us suppose,—

5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. Q. Kt. to B's 3rd.
7. P. to K. R's 4th.	7. Q. Kt. takes Q. P.
8. B. takes K. Kt. P. (ch.)	8. P. takes B.
9. Q. takes Kt.	9. B. to K. Kt.'s 2nd.
10. K. Kt. to B's 3rd.	10. K. Kt. to K's 2nd.
11. P. to K. Kt.'s 4th.	11. Kt. to Q. B's 3rd.
12. Q. to her B's 5th.	

With a good game.

6. P. to K. B's 4th. 6. K. Kt. to K's 2nd.

If, instead of playing P. to K. B's 4th, at this point, White advance his P. to K. R's 5th, his adversary can check with the Q. at Q. R's 4th, and then take the K. P., relieving himself from much of his embarrassment.

7. P. to K. R's 5th. 7. K. B. to K. Kt.'s 2nd.
8. Q. to K. Kt.'s 4th.

And White has a splendid attack.

The following little game, wherein the force of this attack is brilliantly shown, occurred between Mr. Harrwitz and a young player, Mr. G. Medley, of the London Chess Club.

WHITE. (Mr. G. M.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. P. takes Q. P.
6. P. to K. B's 4th.	6. K. Kt. to K's 2nd.
7. P. to K. R's 5th.	7. K. B. to K. Kt.'s 2nd.
8. Q. to K. Kt.'s 4th.	8. K. to B's 2nd.

9. K. Kt. to B's 3rd.	9. Q. Kt. to B's 3rd.
10. K. Kt. to his 5th (ch.)	10. K. to Kt.'s sq.
11. P. takes P.	11. K. Kt. takes P.
12. Kt. takes K. R. P.	12. Q. Kt. takes K. P.
13. P. takes Kt.	13. Kt. takes P.
14. Q. to K. Kt.'s 3rd.	14. Kt. takes B. (ch.)
15. Q. takes Kt.	15. P. to Q's 4th.
16. Q. B. to K. Kt.'s 5th.	16. Q. to K's sq.
17. B. to K. B's 6th.	17. Q. to K. B's 2nd.
18. B. takes B.	18. Q. takes B.
19. R. to K. R's 3rd.	19. K. to K. B's 2nd.
20. Q. Kt. to Q's 2nd.	20. P. to K's 4th.
21. R. to K. B's 3rd (ch.)	21. K. to K's 2nd.
22. Kt. to K. B's 6th.	22. R. to R's 8th (ch.)
23. Q. Kt. to K. B's sq.	23. Q. takes K. Kt. P.
24. Castles.	24. Q. to K. Kt.'s 4th (ch.)
25. K. to Q. Kt.'s sq.	25. P. to K's 5th.
26. Kt. takes K. P.	26. P. takes Kt.
27. Q. takes P. (ch.)	27. K. to Q's 2nd.
28. Q. takes P. (ch.)	28. K. to Q. B's 3rd.

And White mates in three moves.

(B.)

4. P. takes P.	4. Q. to Q. R's 4th (ch.)

For the result of White's playing 4. P. to Q's 5th, see Variation (C.)

5. B. to Q's 2nd.	5. Q. takes P.

This is White's best move. If he interpose the Q. Kt. or Q. B. P., he enables his opponent to take the isolated P. with his K. B., and thus bring out another Piece.

6. Q. Kt. to B's 3rd.	6. P. to Q. R's 3rd.

Black moves this P. to enable him to bring out his Q. Kt. without permitting the adverse Kt. to be played to Q. Kt.'s 5th.

7. Q. B. to K's 3rd.	7. Q. to her B's 2nd.

This appears to be Black's best retreat for his Queen. If she move to K's 2nd, White should play P. to K's 5th; if she go to K's 4th, the K. B. P. may be advanced two steps; and if to Q. B's 3rd, the Queen can check at K. R's 5th; in each case the advantage being on the side of the first player.

8. Q. Kt. to Q. R's 4th.	8. Q. to her R's 4th (ch.)

White now threatens the dangerous move of Kt. to Kt.'s 6th, &c. Should Black play 8. P. to Q. Kt's 4th, or Q. Kt. to B's 3rd, White may answer with 9. Q. Kt. to his 6th. If he play 8. K. B. to Q. Kt.'s 5th (ch.), he loses a Piece.

9. P. to Q. B's 3rd.	9. Q. Kt. to B's 3rd.
10. Q. Kt. to his 6th.	10. Q. R. to Kt.'s sq.
11. P. to K. B's 4th.	

With a decisive advantage in position, since Black has to provide for the oncoming of the Q. Kt. P., yet cannot move his Q. and dare not play 11. K. B. to Q. B's 4th, on account of the threatened check of the adverse Q. at K. R's 5th. Throughout this variation, White's object must be to prevent the adverse Queen crossing over to the King's side, and for this purpose he must be careful not to play his K. Kt. to B's 3rd or K's 2nd too early.

(C.)

4. P. to Q's 5th.	4. P. takes P.

This seems Black's best line of play. If he move 4. P. to Q's 3rd, White may gain a great attack by 5. P. to K's 5th, or proceed to consolidate his centre by 5. P. to Q. B's 4th. See pp. 97—101.

5. P. takes P.	5. K. Kt. to B's 3rd.

Were White to play 5. P. to K's 5th, it would avail him little, because Black might answer with 5. Q. to her R's 4th (ch.), and follow that with 6. Q. to her Kt.'s 3rd, &c.

6. P. to Q. B's 4th.	6. K. B. to K's 2nd.
7. K. Kt. to B's 3rd.	7. Castles.

And the Black King is in tolerably safe quarters, showing, we think, that 4. P. to Q's 5th is not so strong in this variation as 4. P. to K's 5th.

Variation I. of the same Opening.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.

Though less immediately attacking than 3. K. B. to Q's 3rd, this is a perfectly sound way of conducting the opening.

Black's best move in reply we consider to be the advance of his Q. B. P. also. He may, however, play 3. Q. Kt. to B's 3rd or 3. K. B. to Q. Kt.'s 5th (ch.) Suppose,—

In the first place:—

	3. Q. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q's 4th.
5. P. to K's 5th.	5. K. B. checks.
6. Q. Kt. to B's 3rd.	6. K. Kt. to K's 2nd.
7. K. B. to Q's 3rd.	7. Castles.

Up to this point the moves are those in a game between La Bourdonnais and the Hungarian player, Szen. Mr. Szen now moved his Q. B.

to K. Kt.'s 5th, whereupon Black played Q. to K's sq., and seems to be pretty well out of his difficulties. We believe, however, that White might sacrifice his Bishop with advantage (*e.g.*) :—

8. B. takes K. R. P. (ch.)	8. K. takes B. (best).
9. K. Kt. to his 5th (ch.)	9. K. to Kt.'s 3rd. (best.)

The game is now extremely difficult for both parties. If White play 9. Q. to K. Kt.'s 4th, Black replies with 9. Q. to K's sq., and, upon the advance of White's K. R. P. to R's 4th, with K. Kt. to K. B's 4th, after which, tremendous as the attack appears, the Black King we believe would ultimately escape. White's best move perhaps is therefore—

10. P. to Q. R's 4th (threatening to win the Q. in three moves.)	10. Q. to K's sq. (best.)
11. P. to K. R's 5th (ch.)	11. K. to R's 3rd.
12. Q. to her B's 2nd.	12. K. Kt. to B's 4th (best.)
13. P. to K. Kt.'s 4th.	13. Q. Kt. takes Q. P.
14. K. Kt. takes K. P. dis. ch.)	14. K. to R's 2nd (best.)
15. Kt. takes Kt.	

And must win another Piece.

In the second place :—

	3. K. B. to Q. Kt.'s 5th (ch.)
4. Q. Kt. to B's 3rd.	4. Q. to K's 2nd.
5. K. B. to Q's 3rd.	5. P. to Q. B's 4th.
6. P. to Q's 5th.	6. P. to K's 4th.
7. P. to K. B's 4th.	7. P. to Q's 3rd.

This is better for Black than taking the P. with P. For example—

	7. P. takes K. B. P.
8. Q. B. takes P.	8. K. Kt. to B's 3rd.
9. P. to K's 5th.	9. Castles.
10. K. Kt. to K's 2nd.	

White has a capital position.

8. K. Kt. to B's 3rd.	

With a good game.*

4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to K. B's 4th.	5. K. Kt. to R's 3rd.
6. Q. Kt. to B's 3rd.	6. K. Kt. to B's 2nd.
7. K. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. K. B. to Q's 3rd.	8. Q. Kt. to R's 3rd.
9. Castles.	9. Castles.
10. P. to K's 5th.	

* These few moves are from the opening of two of McDonnell's games with Walker. See the "One Thousand Games, &c." Longman and Co. London, 1845.

Having an excellent opening. For the remainder of this game see p. 151. The following game at the same opening from the "Traité des Amateurs" may also be consulted advantageously.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to Q's 3rd.
5. P. to K. B's 4th.	5. K. Kt. to R's 3rd.
6. K. Kt. to B's 3rd.	6. K. Kt. to B's 2nd.
7. K. B. to Q's 3rd.	7. K. B. to K's 2nd.
8. Q. Kt. to B's 3rd.	8. P. to K's 4th.
9. P. to K. B's 5th.	9. Castles.
10. P. to K. R's 4th.	10. P. to R's 3rd.

The advance of this P. on White's part is well played, as it not only prepares the way for an attack upon the K., but effectually limits the operation of the enemy's K. B. and Kt.

11. P. to K. Kt.'s 4th.	11. Q. Kt. to R's 3rd.
12. K. to his 2nd.	12. Q. Kt. to B's 2nd.
13. Q. B. to K's 3rd.	13. Q. B. to Q's 2nd.
14. Q. to her 2nd.	14 P. to Q. R's 3rd.
15. P. to K. Kt.'s 5th.	15. P. takes P.
16. Q. R. to K. Kt.'s sq.	16. P. to Q. Kt.'s 4th.
17. Q. Kt. to Q's sq.	

And White will win.

Variation II. of the same Opening.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to K. B's 4th	3. P. to Q's 4th.

Advancing the K. B. P. at the third move, although adopted by the opponents of Philidor in most of his games at these odds which have come down to us, is bad play, as it enables Black to extricate his men and bring the game to a position of the Pawn and one move opening very shortly.

4. P. to K's 5th.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.

It is evident now that by playing forward his K. B. P. at the third move, White loses time since we arrive at precisely the same position when only the Pawn and move are given (*e. g.*):—

1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q. B's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. P. to K's 5th.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
&c., &c.	
6. K. Kt. to B's 3rd.	6. Q. to her Kt.'s 3rd.
7. K. B. to Q. 3rd.	7. K. Kt. to K. R's 3rd.
8. Q. to her Kt.'s 3rd.	8. P. to Q. B's 5th.

It would be better now perhaps for White to play 8. P. Q. R's 3rd.

9. Q. takes Q.	9. P. takes Q.
10. K. B. to Q. B's 2nd.	10. P. to Q. Kt.'s 4th.

Black has a safe game.

These moves occur in one of the games between Philidor and Atwood. In a game of the former with Mr. Bowdler a variation arises at White's 5th move, in his playing K. Kt. to B's 3rd instead of P. to Q. B's 3rd, but it does not redeem the ill consequences of the original error in advancing the P. to K. B's 4th. For example—

5. K. Kt. to B's 3rd.	5. Q. Kt. to B's 3rd.
6. K. B. to Q. Kt.'s 5th.	6. Q. to her Kt.'s 3rd.
7. B. takes Kt. (ch.)	7. P. takes B.
8. P. to Q. B's 3rd.	8. P. takes Q. P.
9. K. Kt. takes P.	9. P. to Q. B's 4th.
10. K. Kt. to B's 3rd.	10. Q. B. to Q. R's 3rd.

And Black has still the better position.

Variation III. of the same Opening.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. K. Kt. to B's 3rd.	3. P. to Q. B's 4th.

This move of White's, like 3. Q. Kt. to B's 3rd, is much more efficacious we believe in answer to 2. Q. Kt. to B's 3rd,

than to 2. P. to K's 3rd of the defensive player. The present opening is that of a game between Count Vitzhum and the author, which was carried on as follows,—

4. K. B. to Q's 3rd.	4. P. takes P.
5. K. Kt. takes P.	5. Q. Kt. to B's 3rd.
6. Kt. takes Kt.	6. Q. Kt. P. takes Kt.
7. Castles.	7. P. to K. Kt.'s 3rd.

It now becomes necessary for Black to prepare for the coming on of the adverse K. P., which White dare not before advance, because of Black's threatened check at Q. R's 4th, &c.

8. Q. Kt. to B's 3rd.	8. K. B. to Kt.'s 2nd.
9. Q. B. to Q's 2nd.	9. K. Kt. to K's 2nd.
10. P. to K. B's 4th.	10. Castles.

White has no advantage beyond the Pawn originally given.

Variation IV. of the same Opening.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K. Kt.'s 3rd.

This defence of Black's, when White for his 3rd move brings out the Q. Kt., first occurred we believe in a game between the author and a leading amateur of the day. It gives Black time, and would seem to prove, as we have just remarked, that the playing out the Q. Kt. to B's 3rd, by the first player, is not so strong in reply to 2. P. to K's 3rd as to 2. Q. Kt. to B's 3rd.

The game in question proceeded thus—

4. K. B. to Q's 3rd.	4. P. to Q. B's 4th.
5. P. takes P.	5. B. takes P.
6. P. to K. R's 4th.	6. Q. Kt. to B's 3rd.
7. K. Kt. to B's 3rd.	7. K. Kt. to B's 3rd.
8. K. Kt. to his 5th.	8. Q. to her Kt.'s 3rd.
9. Q. to K's 2nd.	9. Castles.
10. P. to K. B's 4th.	10. K. Kt. to R's 4th.

And Black has the better position.

Game II.

[In this game, Black, in reply to White's opening moves of 1. P. to K's 4th 2. P. to Q's 4th, begins with 2. P. to Q's 3rd.]

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. K. B. to Q's 3rd.	3. Q. Kt. to Q's 2nd.

White we think has no better move. He may however get a good game by playing 3. P. to K's 5th, and if the P. be taken, checking with his Q. at K. R's 5th. He can also play 3. P. to Q. B's 4th, or 3. P. to K. B's 4th with advantage. For example,

In the first place:—

3. P. to Q. B's 4th.	3. P. to K's 3rd.
4. P. to Q's 5th.	4. K. Kt. to B's 3rd.

If Black play 4. P. to K's 4th, the answer may be 5. P. to K. B's 4th, but White for his 4th move need not advance the P. to Q's 5th, but can perhaps better wait and strengthen his attack by bringing the K. B. to Q's 3rd.

5. Q. Kt. to B's 3rd.	5. P. takes P.
6. Q. B. P. takes P.	6. K. B. to K's 2nd.
7. P. to K. B's 4th.	7. Castles.
8. K. Kt. to B's 3rd.	8. Q. B. to K. Kt.'s 5th.
9. P. to K. R's 3rd.	9. B. takes Kt.
10. Q. takes B.	10. P. to Q. B's 4th.
11. K. B. to Q's 3rd.	11. P. to Q. R's 3rd.

White may now throw forward his K. Kt. P. having a fine game. These moves are the opening of a game between M. La Bourdonnais and Mr. G. Walker.

In the second place:—

3. P. to K. B's 4th.	3. P. to K's 3rd.
4. K. B. to Q's 3rd.	4. K. Kt. to K's 2nd.
5. K. Kt. to B's 3rd.	5. P. to Q's 4th.
6. P. to K's 5th.	6. P. to Q. B's 4th.
7. P. to Q. B's 3rd.	7. Q. Kt. to B's 3rd.
8. Castles.	

With a capital game.

4. P. to K's 5th.	4. P. to K. Kt.'s 3rd.
5. P. to K. B's 4th.	5. K. B. to Kt.'s 2nd.
6. P. to K. R's 4th.	6. Q. Kt. to K. B's sq.
7. P. to K. Kt.'s 4th.	

Having an excellent attack.

If Black in this variation play for his 3rd move Q. B. to K's 3rd, in reply to White's 3. K. B. to Q's 3rd, the latter can win another P. by checking with his Q. first at K. R's 5th, and then at Q. Kt.'s 5th.

Game III.

[In this game Black replies to White's opening moves of 1. P. to K's 4th 2. P. to Q's 4th, with 2. Q. Kt. to B's 3rd.]

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.

This method of meeting White's first moves is not considered quite so safe for the second player as 2. P. to K's 3rd, but it is very frequently adopted, and leads to games of infinite variety and entertainment.

3. P. to K's 5th.	3. P. to Q's 4th.

At this stage White has the choice of many moves. The most important of these are, 3. K. Kt. to B's 3rd, 3. Q. Kt. to B's 3rd, 3. K. B. to Q's 3rd, 3. P. to Q's 5th, 3. P. to K. B's 4th, 3. P. to Q. B's 4th, and 3. Q. B. to K. Kt.'s 5th. See Variations I., II., III., IV., and V.

4. K. B. to Q's 3rd.	4. Q. B. to K's 3rd.

If Black, instead of bringing out this Bishop, move 4. P. to K. Kt's 3rd, the proper reply is 5. P. to K. R's 4th; and, on the other hand, if he take the Q. P., he loses his Kt. (*e. g.*):—

	4. Q. Kt. takes Q. P.
5. Q. to K. R's 5th (ch.)	5. K. to Q's 2nd (best.)
6. Q. to K. Kt.'s 4th (ch.)	6. Kt. to K's 3rd.
7. K. B. to his 5th, &c.	

5. K. Kt. to B's 3rd.	5. Q. to her 2nd.
6. Castles.	6. Castles.
7. P. to Q. B's 3rd.	7. P. to K. Kt.'s 3rd.
8. Q. B. to K's 3rd.	8. K. Kt. to R's 3rd.
9 Q. Kt. to Q's 2nd.	9. K. B. to Kt.'s 2nd.
10. P. to Q. Kt.'s 4th.	

Having his own King safely housed, while the adversary's will be subject presently to a severe assault from the forces on the Queen's side.

(These moves are from La Bourdonnais.)

Variation I.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. K. Kt. to B's 3rd.	3. P. to K's 3rd.

Should Black play 3. P. to Q's 4th, White may take the P., and then move Q. Kt. to B's 3rd. See Game XCIII., p. 125.

4. P. to Q. B's 4th.	4. K. B. to Q. Kt.'s 5th (ch.)
5. Q. Kt. to B's 3rd.	5. Q. Kt. to K's 2nd.

If he play 5. K. Kt. to K's 2nd, White can attack and drive back the other Kt. by playing P. to Q's 5th, &c.

6. K. B. to Q's 3rd.	6. P. to Q. B's 3rd.

Were he to move 6. P. to Q's 4th, White would obtain a still better game (*e. g.*):—

	6. P. to Q's 4th.
7. Q. to her R's 4th (ch.)	7. Q. Kt. to B's 3rd.
8. Q. B. P. takes P.	8. B. takes Kt. (ch.)
9. P. takes B.	9. P. takes P.
10. P. takes P.	10. Q. takes P.
11. Castles.	

With a decisive superiority in position.

7. P. to K's 5th.

And White has a fine opening.

Variation II.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.

Black may also play 3. P. to K's 3rd, in which case the following moves are probable:—

	3. P. to K's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q's 4th.

(Instead of 4. K. Kt. to B's 3rd, White may, with advantage, also play 4. P. to K. B's 4th.)

5. P. to K's 5th.	5. P. to K. Kt.'s 3rd.
6. P. to K. R's 4th.	6. K. B. to Kt.'s 2nd.
7. K. B. to Q's 3rd.	7. K. Kt. to K's 2nd.
8. P. to K. R's 5th.	

With a great game.

(These moves are given by La Bourdonnais.)

4. P. takes P.	4. Q. Kt. takes P.

White's best play, apparently, is to take the Pawn. He may, however, play

4. P. to Q's 5th.	4. Q. Kt. to K's 2nd.
5. Q. B. to K. Kt.'s 5th.	5. P. to Q's 3rd.

If White, instead of playing the Q. B. thus, move P. to K. B's 4th, Black takes the P., and then moves his Q. Kt. to K. Kt.'s 3rd.

6. K. B. to Q's 3rd.	6. Q. to her 2nd.
7. P. to K. R's 3rd.	7. P. to K. Kt.'s 3rd.
8. Q. to her 2nd.	

White has not much advantage beyond the Pawn given him.

5. P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6. K. B. to Q. B's 4th.	6. K. Kt. to R's 3rd.
7. Q. to her 4th.	7. P. to Q. B's 3rd.

White has a choice of moves at this point; he may play 7. P. to K. B's 5th, see Variation (A.), or 7. K. Kt. to B's 3rd, or 7. K. Kt. to K's 2nd, see Variation (B.) The move in the text is a very strong one, as it prevents Black playing out his K. B. safely, and enables White, in a move or two, to Castle on either side, with all his Pieces well in play.

If Black, in reply, play 7. Q. to K's 2nd, the adverse Q. Kt. may be moved to Q's 5th, attacking both her and the Q. B. P. If, instead, Black move his Q. to K. B's 3rd, White can exchange Queens, and then play Kt. to Q's 5th, secure of winning another Pawn.

There is a variation, however, dependent on Black's giving up his K. Kt. P. at this moment worth looking at (*e. g.*):—

	7. K. B. to K's 2nd.
8. If Q. takes K. Kt. P.,	8. B. to K. B's 3rd.
9. B. takes Kt. (ch.)	9. Kt. takes B.

The only move for White to save his Queen.

10. Q. to K. Kt.'s 4th. 10. P. to Q's 4th.
11. Q. to K. B's 3rd. 11. B. takes Kt. (ch.)
12. P. takes B.

And White has two Pawns superiority.

8. Q. B. to K's 3rd. 8. P. to Q. Kt.'s 4th.

White plays out his Q. B. in anticipation of Black's moving his Q. to her Kt.'s 3rd. Should Black, in reply, move 8. P. to Q. Kt.'s 3rd, with the object of next time playing out his K. B. to Q. B's 4th, White can move 9. P. to Q. Kt.'s 4th, and then, if Black take it, by capturing the K. Kt. P. with his Q., White will prevent the K. from Castling, and still maintain his own advantage.

9. K. B. to Q. Kt.'s 3rd.

And White has an excellent opening.

(A.)

7. P. to K. B's 5th. 7. K. B. to Q. Kt.'s 5th.

This is Black's best rejoinder to the advance of the opponent's K. B. P. He threatens now to check with his Q. and, upon the K. Kt. P. being interposed, to take the K. P. (ch.), &c. If, instead of so playing, he move the B. to Q. B's 4th, White gets a winning game by capturing the K. Kt. (*e. g.*):—

7. K. B. to Q. B's 4th.
8. Q. B. takes K. Kt. 8. Q. Kt. takes B. (best.)

(If he check with his Q. and take the B. with her, he must lose a Piece.)

9. Q. to K. R's 5th (ch.) 9. K. to B's sq. or K. to K's 2nd.
10. P. to K. B's 6th.

With a decisive superiority.

8. K. Kt. to B's 3rd. 8. Q. to K's 2nd.
9. Q. to her 4th.

And White has a fine opening.

(B.)

7. K. Kt. to B's 3rd. 7. K. B. to Q. B's 4th.

Neither K. Kt. to B's 3rd nor K. Kt. to K's 2nd seems to us very favourable for White at this stage, because of admitting the adversary to post his K. B. at Q. B's 4th. Nevertheless, playing Q. Kt. to Q. R's 4th, and getting rid of the obnoxious Bishop will enable him to Castle, in a move or two, with a tolerable position.

Variation III.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. K. B. to Q's 3rd.	3. P. to K's 4th.

Instead of 3. P. to K's 4th, Black may here play 3. P. to Q's 4th; as in the following example:—

	3. P. to Q's 4th.
4. P. to K's 5th.	4. Q. B. to K's 3rd.
5. P. to Q. B's 3rd.	5. P. to K. Kt.'s 3rd.
6. P. to K. R's 4th.	6. Q. to Q's 2nd.
7. P. to K. R's 5th.	

With a capital game; for if Black now move 7. Q. B. to K. Kt.'s 5th, White replies with 8. P. to K. B's 3rd, compelling him to retreat or lose a Piece; and if he play 7. Q. B. to K. B's 4th, or K. B's 2nd, White takes the K. Kt. P. with P., and ought to win.

4. P. to K. B's 4th.	4. P. to Q's 3rd

If Black take the Q. P. with P., White advances his P. to K's 5th, with a good attack.

5. P. to Q's 5th.	5. Q. Kt. to K's 2nd.
6. K. Kt. to K. R's 3rd.	

With a fine opening.

If Black take the Kt., the Q. checks and retakes Black's Q. B., &c.

At White's 6th move, instead of playing out the Kt., he may push the K. B. P. to B's 5th, as in the opening of some games between Lewis and Mc Donnell, which proceed thus:—

6. P. to K. B's 5th.	6. P. to K. Kt.'s 3rd.
7. K. Kt. to R's 3rd.	7. P. to Q. B's 3rd.
8. P. to Q. B's 4th.	8. P. takes K. B. P.

In some of the games in question, Black now played

	8. K. Kt. to B's 3rd.
9. P. to K. Kt.'s 4th.	9. P. takes K. B. P.
10. K. Kt. P. takes P.	10. Q. Kt. to K. Kt's sq.
11. K. Kt. to K. Kt.'s 5th.	

White has a good game.

9. Q. to K. R's 5th (ch.) 9. K. to Q's 2nd.

If, instead of checking, White take the P. with P., the game goes thus:—

9. K. P. takes P.	9. K. Kt. to B's 3rd.
10. Q. B. to K. Kt.'s 5th.	10. Q. Kt. to K. Kt's sq.
11. Q. Kt. to B's 3rd.	11. K. B. to K's 2nd.
12. B. takes Kt.	12. Kt. takes B.
13. Castles.	

White has no striking superiority.

10. Q. to K. B's 7th.	10. Q. to K's sq.
11. K. Kt. to Kt.'s 5th.	11. P. to K. R's 3rd.
12. Q. takes Q. (ch.)	12. K. takes Q.
13. Kt. to K's 6th.	13. Q. B. takes Kt.
14. P. takes B.	14. P. takes P.
15. B. takes P.	15. K. Kt. to B's 3rd.
16. Q. Kt. to B's 3rd.	

White has little, if any advantage.

Variation IV.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to Q's 5th.	3. Q. Kt. to K's 4th.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. K. B. to Q's 3rd.	5. P. to K's 4th.

The move usually adopted by the first player at this stage is 5. P. to Q. B's 4th, which looks better than it really is: the game then proceeds thus—

5. P. to Q. B's 4th.	5. P. to K's 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to Q. B's 4th.

It is not good for the first player to exchange Queens early in the game when receiving the Pawn and two moves, unless he obtains some advantage by it. White does not therefore take the K. P. with P.

7. K. B. to Q's 3rd.	7. P. to Q. B's 3rd.
8. Q. Kt. to B's 3rd.	8. K. P. takes P.
9. Q. B. P. takes P.	9. Q. B. P. takes P.
10. P. takes P.	10. K. Kt. to B's 3rd.

White has not much the better of the game.

6. K. Kt. to B's 3rd.	6. P. to Q's 3rd.
7. P. to Q. B's 4th.	7. K. Kt. to B's 3rd.
8. Q. Kt. to B's 3rd.	8. P. to Q. B's 3rd.
9. Castles.	

White has a pretty good opening.

Variation V.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.

As we before remarked, White may also play 3. P. to Q. B's 4th and 3. Q. B. to K. Kt.'s 5th. In these cases the following moves are probable,—

Firstly:—

3. P. to Q. B's 4th.	3. P. to K's 4th.
4. P. to Q's 5th.	4. Q. Kt. to K's 2nd.
5. Q. B. to K. Kt.'s 5th.	5. P. to Q's 3rd.

And though a little cramped, Black may extricate himself shortly.

Secondly:—

3. Q. B. to K. Kt.'s 5th.	3. P. to Q's 3rd.
4. K. B. to Q. B's 4th.	4. K. Kt. to B's 3rd.
5. Q. Kt. to B's 3rd.	5. P. to K's 3rd.
6. P. to K. B's 4th.	6. K. B. to K's 2nd.
7. K. Kt. to B's 3rd.	7. Castles.

White's game is more forward. but the advantage he has is not much.

4. P. to K's 5th.	4. Q. B. to K. B's 4th.

White may also play as follows,—

4. P. to K. B's 5th.	4. P. takes K. P.
5. Q. to K. R's 5th (ch.)	5. K. to Q's 2nd.
6. K. B. to Q. B's 4th.	

Having an embarrassing attack upon the Black King.

5. P. to Q. B's 3rd.	5. P. to K's 3rd.
6. K. B. to Q's 3rd.	6. K. Kt. to R's 3rd.
7. K. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. Castles.	8. Q. B. to K. Kt.'s 5th.

There is not much difference in the position.

Game IV.

[Black replies to White's first moves, of 1. P. to K's 4th 2. P. to Q's 4th, with 2. P. to Q. B's 4th.]

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q. B's 4th.

This defence can only succeed against very inexperienced players. With ordinary care, after winning the second Pawn, White may always preserve his advantage.

3. Q. to K. R's 5th (ch.)	3. P. to K. Kt.'s 3rd.
4. Q. takes Q. B. P.	4. Q. Kt. to B's 3rd.

Black plays out this Kt. with the object of throwing forward his K. P. next move, and by attacking the Q. with his K. B., hopes to win the Q. P.

5. P. to Q. B's 3rd.	5. P. to K's 4th.

If Black, instead of 5. P. to K's 4th, move 5. P. to Q's 3rd, the White Q. should still retreat to her B's 4th.

6. Q. to her B's 4th.	6. K. Kt. to B's 3rd.
7. Q. B. to K. Kt.'s 5th.	

White has now gained a second Pawn and lost nothing in position.

The following opening will serve still further to exemplify the weakness of the defence. It occurred between the Honorary Secretary of the London Chess-Club and the late Mr. C. Forth of Carlow.

WHITE. (Mr. C. F.)	BLACK. (Hon. Sec.)
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q. B's 4th.
3. Q. to K. R's 5th (ch)	3. P. to K. Kt.'s 3rd.
4. Q. takes Q. B. P.	4. Q. Kt. to B's 3rd.
5. Q. to her B's 4th.	5. P. to K's 3rd.
6. K. Kt. to B's 3rd.	6. P. to Q's 4th.
7. P. takes P.	7. P. takes P.

8. Q. to K's 2nd (ch.) or Q. to her 3rd.

Having two Pawns superiority and at least as good a situation as Black.

Game V.

[Instead of the usual moves of 1. P. to K's 4th 2. P. to Q's 4th, White in this game begins with 1. P. to K's 4th 2. P. to K. B's 4th.]

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. P. to K. B's 4th.	2. P. to K's 3rd.

This mode of opening for the first player is decidedly inferior to the ordinary one, and becomes worse if followed on the 3rd move by P. to Q's 4th. (See Variation II., p. 457.)

3. K. Kt. to B's 3rd.	3. P. to Q's 4th.
4. P. to K's 5th.	4. P. to Q. B's 4th.

If White takes P. with P. at the 4th move, Black can retake with his P., having the march of all his pieces unimpeded.

5. P. to Q's 4th.	5. Q. Kt. to B's 3rd.
6. P. to Q. B's 3rd.	6. Q. to Q. Kt.'s 3rd.
7. Q. to Q. Kt.'s 3rd.	7. K. Kt. to R's 3rd.
8. K. B. to Q's 3rd.	8. P. to Q. B's 5th.
9. Q. takes Q.	9. Q. R. P. takes Q.
10. K. B. to Q. B's 2nd.	10. Q. B. to Q's 2nd.

Black, though minus the Pawn, has the better position. These moves form part of a game between Philidor and Bowdler. See Walker's "One Thousand Games," p. 48.

Game VI.

[White commences with 1. P. to K's 4th and 2. K. Kt. to B's 3rd.]

WHITE.	BLACK.
1. P. to K's 4th.	1.
2. K. Kt. to B's 3rd.	2. P. to Q's 4th.

The disadvantage of White's opening thus, is that his opponent can prevent, or at least retard, his establishing a centre of Pawns, by throwing forward at once either his Queen's or Q. B. Pawn. If Black neglect to do this and make the more placid move of 2. P. to K's 3rd or 2. Q. Kt.

to B's 3rd, the opening is resolved into one of those which we have before examined. See Variation III., p. 458, and Variation I., p. 462.

3. P. to K's 5th.	3. P. to Q. B's 4th.

Instead of 3. P. to K's 5th, White may take the Pawn, but that appears still more to free Black's game. For example:—

3. P. takes P.	3. Q. takes P.
4. Q. Kt. to B's 3rd.	4. Q. to K. R's 4th.
5. K. B. to K's 2nd.	5. Q. B. to K. Kt.'s 5th.

And, beyond the Pawn less, Black has no inferiority.

4. P. to Q's B's 3rd.	4. Q. Kt. to B's 3rd.
5. P. to Q's 4th.	5. Q. B. to K. Kt.'s 5th.
6. K. B. to K's 2nd.	6. P. to K's 3rd.

Black has a better developed game than he ought to have when giving the Pawn and two moves.

Game VII.

[White opens with 1. P. to K's 3rd 2. K. B. to Q's 3rd.]

This mode of beginning, the force of which when White has another move at command is shown in the preceding Chapter on the Pawn and three moves, was first adopted in the present odds by the President of the Liverpool Chess Club. (See pp. 71, 72.)

WHITE.	BLACK.
1. P. to K's 3rd.	1.
2. K. B. to Q's 3rd.	2. K. Kt. to R's 3rd.

Black may also play 2. K. Kt. to B's 3rd, but less successfully we think. For example,—

	2. K. Kt. to B's 3rd.
3. P. to K. Kt.'s 4th.	3. P. to K. Kt.'s 3rd.
4. P. to K. B's 4th.	4. P. to K's 3rd.

Black plays thus to prevent the threatened march of the enemy's P. to K. B's 5th.

5. P. to K. R's 4th.

And despite the awkward situation of his King's B shop, White has got a fine attack.

3. K. Kt. to B's 3rd. 3. K. Kt. to B's 2nd.

Black has a secure position.

(For the result of Black's playing 3. P. to Q's 3rd, see the games at pp. 71, 72.)

CHAPTER XIX.

On giving the Odds of the Pawn and Move.

These odds are certainly of great antiquity. In the earliest published works on Chess in Europe, we find examples of the Pawn and Move game, and there can be little doubt that the information contained in those works on the best mode of play when such odds are given, was originally derived from our first great Chess teachers in the East.

The difference between the odds of the Pawn and move and the Pawn and two moves, though hardly appreciable by inferior players, is well known by proficients to be very great. In the Pawn and move game, the second player with the exercise of proper care and skill, may generally manage to Castle, and his enemy's advantage chiefly consists in his possessing a Pawn more; but at the Pawn and two moves, the Pawn is of far less import to the opening player, than the terrible attack, which his two moves and the exposed position of the adverse King, enable him to establish at the beginning of the game.

When receiving the odds of the Pawn and move, the first player rarely if ever opens with any other move than 1. $\frac{\text{P. to K's 4th}}{\qquad}$, and the answer generally adopted by his antagonist is 1. $\frac{\text{Q. Kt. to B's 3rd}}{\qquad}$, 1. $\frac{\text{K. Kt. to R's 3rd}}{\qquad}$, 1. $\frac{\text{P. to K's 3rd}}{\qquad}$, 1. $\frac{\text{P. to Q's 3rd}}{\qquad}$. Our attention will therefore be directed mainly to the examination of those moves.

Game I.

(Before attempting to play over the examples in the present chapter, the reader must be sure to remove Black's King's Bishop's Pawn from the Board.)

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.

The consequences of Black's answering on his first move with 1. P. to K's 3rd, or 1. P. to Q's 3rd, or 1. K. Kt. to K. R's 3rd, or 1. P. to Q. B's 4th, or 1. P. to K. Kt.'s 3rd. See Games III., IV., V., VI., and VII. In reply to Black's bringing out his Q. Kt. at the first move, White has the choice of 2. P. to Q's 4th, which will be examined in this game, and 2. Q. Kt. to B's 3rd, for the result of which see Variation I.

2. P. to Q's 4th.	2. P. to Q's 4th.

Instead of this move, Black may play 2. P. to K's 4th or 2. P. to K's 3rd, which will form the subject of a separate game. See Game II.

3. P. to K's 5th.	3. Q. B. to K. B's 4th.

Taking the Pawn would only serve to free Black's game, and give him time to develop his forces. White therefore prudently advances the King's Pawn.

4. Q. B. to K's 3rd.	4. P. to K's 3rd.

White might also play 4. K. Kt. to B's 3rd, or 4. P. to Q. B's 3rd, or P. to K. Kt.'s 4th, as in the following examples:—

In the first place:—

4. K. Kt. to B's 3rd.	4. P. to K's 3rd.
5. P. to Q. B's 4th.	5. B. takes Q. Kt.
6. Q. R. takes B.	6. K. B. to Q. Kt.'s 5th (ch.)
7. Q. B. to Q's 2nd.	7. B. takes B. (ch.)
8. Q. takes B.	8. K. Kt. to K's 2nd.
9. P. to Q. Kt.'s 4th.	

White's superiority is but trifling.

(These few moves are the opening of a game between Petroff and Jaenish.)

Secondly:—

4. P. to Q. B's 3rd.	4. P. to K's 3rd.
5. K. B. to Q's 3rd.	5. K. Kt. to K's 2nd.
6. Q. B. to K. Kt.'s 5th.	6. Q. to her 2nd.
7. K. Kt. to K's 2nd.	7. P. to K. R's 3rd.

Black has a tolerably secure game.

Thirdly:—

4. P. to K. Kt.'s 4th.	4. B. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. P. to K's 3rd.

Black may play 5. P. to K. R's 4th also. (See Game CXVI., p. 165.)

6. P. to K. R's 5th.	6. B. to K. B's 2nd
7. P. to K. B's 4th.	

White's attack looks formidable, but with the Pawns so far advanced, if the assault fails, his game is irretrievably compromised.

5. K. Kt. to B's 3rd. 5. K. Kt. to K's 2nd.

White can also play, as in the annexed variation from the "Traité des Amateurs."

5. K. B. to Q's 3rd.	5. K. Kt. to K's 2nd.
6. P. to Q. B's 3rd.	6. Q. to her 2nd.
7. P. to Q. R's 4th.	7. B. takes B.
8. Q. takes B.	8. K. Kt. to B's 4th.
9. P. to K. B's 4th.	9. K. B. to K's 2nd.
10. K. Kt. to B's 3rd.	10. Castles on K's side.

White may now withdraw his Q. B. to K. B's 2nd, and then march forward the Pawns on his King's side with a good game.

6. K. B. to Q's 3rd. 6. B. takes B.
7. Q. takes B.

White has a strong opening.

(For the remainder of this game see p. 180.)

Variation I.

Commencing at White's 2nd move.

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. Q. Kt. to B's 3rd.	2. P. to K's 4th.

Instead of this move, Black may play 2. P. to K's 3rd or 2. P. to Q's 3rd.

In the first place:—

	2. P. to K's 3rd.
3. P. to Q's 4th.	3. K. B. to Q. Kt.'s 5th.
4. K. Kt. to B's 3rd.	4. P. to Q's 4th.
5. P. to K's 5th.	5. K. Kt. to K's 2nd.

White may take the Pawn instead of playing his Pawn forward, but he would then give more freedom to Black's forces.

6. K. B. to Q's 3rd.

And Black is somewhat cramped. If he play 6. K. Kt. to B's 4th, White can take it off; if he move 6. P. to K. Kt.'s 3rd, the K. R. P. should be advanced against it immediately; and if he venture to Castle, we have a similar variation to that of ours at p. 454, the chief moves of which, as the position is constantly occurring, and the correct mode of play has never we believe been shewn, we shall take the liberty to repeat.

6. Castles.

7. B. takes K. R. P (ch.) 7. K. takes B.

(If K. to R's sq., White replies with 8. Q. to her 3rd. &c.)

8. K. Kt. to his 5th (ch.)	8. K. to his Kt.'s 3rd (best.)
9. Q. to her 3rd (ch.)	9. K. Kt. to K. B's 4th.

If White play 9. Q. to K. Kt.'s 4th, the obvious move, Black answers with 9. Q. to K's sq., and the discovered check is no longer of much avail.

10. P. to K. R's 4th.	10. Q. to K's sq.

Black apparently has no better play, since the loss of his Queen is threatened in three more moves if she remain at her own square.

11. P. to K. Kt.'s 4th.	11. Q. Kt. to K's 2nd.
12. P. to K. R's 5th (ch.)	12. K. to R's 3rd.
13. Kt. takes K. P. (dis. ch.)	13. K. to R's 2nd.
14. Kt. takes R. (ch.)	14. Q. takes Kt.
15. P. takes Kt.	

And White has gained another Pawn and a Rook for a minor Piece.

In the second place:—

	3. P. to Q's 3rd.
4. K. B. to Q. B's 4th.	4. K. Kt. to B's 3rd.

If White play 4. P. to Q's 4th, the adversary can move 4. P. to K's 4th in answer, and if P. takes P. and P. takes P. and then the Queens are exchanged, it is not clear that the first player has any advantage beyond the given Pawn.

5. P. to Q's 4th.	5. P. to K's 4th.
6. P. to Q's 5th.	6. Q. Kt. to K's 2nd.
7. K. Kt. to B's 3rd.	7. Q. Kt. to K. Kt.'s 3rd.

Black has a favourable opening.

3. K. B. to Q. B's 4th.	3. K. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. K. B. to Q. B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to R's 3rd.	6. Q. to K's 2nd.

If White play 6. P. to Q's 3rd, the move hitherto advised, Black can reply with 6. Q. Kt. to Q. R's 4th, and speedily relieve himself from the restraint.

7. P. to Q's 3rd.	7. Q. B. to K's 3rd.

Were White now to make the tempting move of 7. K. Kt. to his 5th, Black's best answer seems to be 7. Q. B. to K. Kt.'s 5th, and then if 8. Q. to K's sq., to withdraw the Q. B. to K. R's 4th.

8. B. takes B.	8. Q. takes B.

And Black will be able to Castle on either side in security. The result of these variations appears to prove that Q. Kt. to K. B's 3rd is not quite so strong a method of play at the second move as some others.

Game II.

[In this game Black plays for his 2nd move P. to K's 4th.]

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.

As was before remarked, Black may also play 2. P. to K's 3rd, in which case the accompanying variation would probably arise :—

	2. P. to K's 3rd.
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. P. to K's 5th.	4. K. Kt. to R's 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to K's 2nd.
6. K. B. to Q's 3rd.	6. Q. Kt. to K. B's 4th.

At this point, having commenced the advance of the Pawns on his King's side, White perhaps had better proceed with his attack in that quarter as follows:—

6. P. to K. Kt.'s 4th.	6. Q. Kt. to K. Kt.'s 3rd.
7. P. to K. R's 4th.	7. K. B. to K's 2nd.

If Black take the R. P. with his Kt. he may lose a Piece.

8. P. to K. Kt.'s 5th.	8. K. Kt. to B's 4th.
9. P. to K. R's 5th.	9. Q. Kt. to K. B's sq.

And Black has a bad opening.

(If at move 9 he play K. Kt. to Kt.'s 6th, he will lose a Piece.)

7. K. Kt. to B's 3rd.	7. K. B. to K's 2nd.
8. Q. to K's 2nd.	8. P. to Q. B's 4th.
9. Q. B. to K's 3rd.	9. Q. to Q. Kt.'s 3rd.
10. P. takes P.	10. K. B. takes P.
11. B. takes B.	11. Q. takes B.

White has no advantage beyond his Pawn.

3. P. to Q's 5th.	3. Q. Kt. to K's 2nd.

Opinions are divided upon White's 3rd move at this stage, some players preferring 3. P. to Q's 5th and others 3. P. takes P. For the consequences of the latter mode of operation see Variation I.

4. Q. B. to K. Kt.'s 5th.	4. P. to Q's 3rd.

This is White's usual move. If instead, he play K. Kt. to B's 3rd, his adversary speedily brings both his Knights into activity, and gets a fine opening.

Should Black, in place of the move in the text, play K. Kt. to B's 3rd, the following beautiful variations occur.

	4. K. Kt. to B's 3rd.
5. B. takes Kt.	5. P. takes B.
6. Q. to K. R's 5th (ch.)	6. Kt. to K. Kt.'s 3rd.
7. K. Kt. to B's 3rd.	7. Q. to K's 2nd.

If Black play 7. K. to B's 2nd, White should move 8. P. to Q's 6th, and then 9. K. Kt. to R's 4th.

8. P. to Q's 6th.	8. Q. to K. B's 2nd.

This move of 8. P. to Q's 6th so highly skilful, with all its variations, we owe to the incomparable treatise of Salvio.*

Instead of replying with 8. Q. to B's 2nd, Black may play 8. Q. takes P., 8. Q. B. P. takes P., or 8. Q. to K. Kt.'s 2nd. Let us suppose.

Firstly:—

	8. Q. takes P.
9. K. Kt. to K. R's 4th.	9. Q. to Q. Kt.'s 5th (ch.)

R. to Kt.'s sq. would not be good for Black, because of 10. K. B. to Q. B. 4th, and 9. K. B. to K. Kt.'s 2nd seems no better.

10. Q. Kt. to Q's 2nd.	10. K. R. to Kt.'s sq.
11. K. B. to Q. B's 4th.	11. K. R. to Kt.'s 2nd.
12. K. Kt. to K. B's 5th.	

Winning the exchange with a fine position.

Secondly:—

	8. Q. B. P. takes P.
9. K. B. to Q. B's 4th.	9. K. to Q's sq.
10. P. to K. Kt.'s 3rd.	

Having a great advantage in situation.

Thirdly:—

	8. Q. to K. Kt.'s 2nd.
9. K. B. to Q. B's 4th.	9. K. B. takes P.
10. K. Kt. to R's 4th.	10. K. to Q's sq.
11. Kt. to K. B's 5th.	11. Q. to K. B's sq.
12. Kt. to K. R's 6th.	12. Kt. to K. B's 5th.
13. Kt. to B's 7th (ch.)	13. K. to his 2nd.
14. Q. to K. B's 3rd.	14. K. R. to Kt.'s sq.
15. Kt. takes K. B.	15. Kt. takes K. Kt. P. (ch.)
16. K. to B's sq.	

And wins.

9. P. takes P.	9. K. B. to Q. B's 4th.

If Black move 9. Kt. to K. B's 5th, White may exchange Queens, then play K. B. to Q. B's 4th (ch.), and finally Castle with a good game.

10. Q. Kt. to Q's 2nd.	10. P. to Q's 3rd.
11. K. B. checks.	11. Q. B. to Q's 2nd.
12. Q. to K. B's 5th.	

Having a capital game.

* "Il Puttino Altramente detto il Cavaliero errante del Salvio: sopra el gioco de Sacchi. Napoli, 1604, 1612, 1618, 1634.

5. B. to Q's 3rd.	5. P. to K. Kt.'s 3rd.

Taking the Knight at once is not good for White.

Black can also play as in Game CXXII., which see, 5. P. to K. R's 3rd.

6. P. to K. R's 4th.	6. P. to K. R's 3rd.
7. K. B. to K's 3rd.	7. K. B. to K. Kt's 2nd.
8. K. Kt. to K's 2nd.	8. K. Kt. to B's 3rd.

Black will now be able to Castle pretty safely.

In a game at this peculiar opening, between Des Chappelles and Lewis, the early moves ran thus:—

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. P. to Q's 5th.	3. Q. Kt. to K's 2nd.
4. B. to K. Kt.'s 5th.	4. P. to Q's 3rd.
5. Q. B. takes Kt.	5. Q. takes B.
6. K. B. to Q's 3rd.	6. P. to K. Kt.'s 3rd.
7. K. Kt. to K's 2nd.	7. K. B. to R's 3rd.

And White's game is not improved by taking the Queen's Knight at his 5th move.

Variation I.

Beginning at White's 3rd move.

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. P. takes P.	3. Q. Kt. takes P.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. K. B. to Q. B's 4th.	5. K. Kt. to R's 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to Q. B's 4th.

If White, instead of so playing, move 6. Q. Kt. to B's 3rd, we have a well-known position of the Pawn and two Moves opening, the only difference being that in the latter White is one move in advance.

In the place of bringing out either Knight, White may with advantage move 6. Q. to her 4th.

7. Q. to her 3rd.	7. P. to Q's 3rd.

For the result of White's playing 7. Q. Kt. to B's 3rd, see the Games CXXVIII. and CXXIX.

8. B. to K's 3rd.	8. B. takes B.
9. Q. takes B.	9. Castles.
10. Castles.	10. P. to Q. B's 3rd.

White has a good opening.

The following game at this particular opening from the "Traité des Amateurs," may be examined with advantage.

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. P. takes P.	3. Kt. takes P.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. K. B. to Q. B's 4th.	5. K. Kt. to R's 3rd.
6. Q. B. to K's 3rd.	6. P. to Q. B's 3rd.
7. K. Kt. to B's 3rd.	7. K. B. to Q. Kt.'s 5th (ch.)
8. P. to Q. B's 3rd.	8. K. B. to Q. R's 4th.
9. Q. to her Kt.'s 3rd.	

With a very fine game.

As additional illustrations of the foregoing variations, we add an opening from Salvio, and a few beginnings from games really played by eminent players.

No. 1.

FROM SALVIO.

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th or (A.)	3. Q. B. to K. B's 4th.

Black's opening is rather favourable to him.

(A.)

3. Q. to K. R's 5th (ch.)	3. P. to K. Kt.'s 3rd.
4. Q. takes Q. P.	4. Q. takes Q.
5. K. P. takes Q.	5. Q. Kt. takes Q. P.

Black's position is superior.

No. 2.

BETWEEN LA BOURDONNAIS AND MR. G. WALKER.

WHITE. (G. W.)	BLACK. (La B.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.

2. Q. Kt. to B's 3rd.	2. P. to K's 3rd.
3. P. to Q's 4th.	3. P. to Q's 4th.
4. P. to K's 5th.	4. Q. Kt. to K's 2nd.
5. Q. B. to K. Kt's 5th.	5. Q. B. to Q's 2nd.
6. K. B. to Q's 3rd.	6. P. to K. Kt.'s 3rd.
7. P. to K. R's 4th.	7. P. to Q. B's 4th.
8. Q. Kt. to his 5th.	8. B. takes Kt.
9. B. takes B. (ch.)	9. K. to B's 2nd.

White has a good opening.

No. 3.

BETWEEN THE SAME PLAYERS.

WHITE. (G. W.)	BLACK. (La B.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. Q. Kt. to B's 3rd.	2. P. to K's 3rd.
3. P. to Q's 4th.	3. K. B. to Q. Kt.'s 5th.
4. K. Kt. to B's 3rd.	4. K. Kt. to K's 2nd.
5. P. to Q's 5th.	5. P. takes P.
6. P. takes P.	6. B. takes Kt. (ch.)
7. P. takes B.	7. Q. Kt. to his sq.

White has a fine game.

No. 4.

BETWEEN MM. ST. AMANT AND DEVINCK.

WHITE. (M. D.)	BLACK. (M. St. A.)
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. P. to Q's 5th.	3. Q. Kt. to K's 2nd.
4. Q. B. to K. Kt.'s 5th.	4. P. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. P. to K. R's 3rd.

M. Devinck now took the Knight. We conceive his best play was to retreat the Q. B. to K's 3rd, and he would then have had a promising opening.

No. 5.

BETWEEN TWO AMATEURS.

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to K's 4th.
3. K. Kt. to B's 3rd.	3. P. takes P.
4. Kt. takes P.	4. Q. to K. B's 3rd.

5. Kt. takes Kt.	5. Q. P. takes Kt.
6. K. B. to Q's 3rd.	6. K. B. to Q's 3rd.
7. Castles.	7. P. to K. R's 4th.
8. P. to K. B's 4th.	8. Q. B. to K. Kt.'s 5th.

White then played 9. Q. to K's sq., and subsequently lost the game. We believe, however, that by moving 9. P. to K's 5th he would have had the advantage.

No. 6.

BETWEEN TWO AMATEURS.

WHITE.	BLACK.
1. P. to K's 4th.	1. Q. Kt. to B's 3rd.
2. P. to Q's 4th.	2. P. to Q's 3rd.
3. K. Kt. to B's 3rd.	3. Q. B. to Kt.'s 5th.
4. P. to Q's 5th.	4. Q. Kt. to K's 4th.
5. K. B. checks.	5. P. to Q. B's 3rd.
6. P. takes P.	6. P. takes P.
7. Kt. takes Kt.	7. B. takes Q.
8. B. takes P. (ch.)	8. Q. to Q's 2nd.
9. B. takes Q. (ch.)	9. K. to Q's sq.
10. Kt. to K. B's 7th (ch.)	10. K. takes B.

White will win easily.

Game III.

[Black begins by playing P. to K's 3rd for his first move.]

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.

White may also move 2. P. to K. B's 4th, or 2. K. B. to Q. B's 4th. Suppose,—

In the first place:—

2. P. to K. B's 4th.	2. P. to Q's 4th.

(Black may here play, without harm, 2. K. Kt. to R's 3rd.)

3. P. to K's 5th.	3. P. to Q. B's 4th.
4. K. B. to Q's 3rd.	4. P. to K. Kt.'s 3rd.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. P. to K. R's 4th.	6. K. B. to K's 2nd.
7. P. to K. R's 5th.	7. P. to K. Kt.'s 4th.
8. P. to K. R's 6th.	8. P. takes K. B. P.

White has an attacking game.

In the second place:—

2. K. B. to Q. B's 4th.	2. Q. to K. R's 5th.

(This move of White is not to be commended.)

3. Q. to K's 2nd.	3. Q. Kt. to B's 3rd.
4. K. Kt. to B's 3rd.	4. Q. to K. R's 4th.
5. P. to Q. B's 3rd.	5. P. to K's 4th.
6. P. to Q's 3rd.	6. P. to Q's 3rd.
7. K. B. to Q. Kt.'s 5th.	7. Q. B. to Q's 2nd.

Black may then play P. to K. R's 3rd, followed by P. to K. Kt.'s 4th, having a fine game, through the injudicious move 2. K. B. to Q. B's 4th of his opponent's.

(This instructive variation is from Salvio's Treatise.)

Black's best reply to White's move of 2. P. to Q's 4th, appears to be 2. P. to Q's 4th likewise; but he may move 2. P. to Q. B's 3rd, or 2. P. to Q. B's 4th, or 2. K. Kt. to K's 2nd, or 2. P. to K. Kt.'s 3rd; and before proceeding with the original game any further, it will avoid confusion, perhaps, if we examine the result of each of these ways of playing.

Let us then consider,—

Firstly:—

	2. P. to Q. B's 3rd.
3. K. B. to Q's 3rd.	3. P. to K. Kt.'s 3rd
4. P. to K. B's 4th.	4. P. to Q's 4th.
5. P. to K's 5th.	5. P. to Q. B's 4th.
6. P. to Q. B's 3rd.	6. Q. Kt. to B's 3rd.

White may then advance his P. to K. R's 4th and 5th, with an embarrassing attack.

Secondly:—

	2. P. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. P. takes P.
4. P. takes P.	4. Q. Kt. to B's 3rd.
5. P. to K. B's 4th.	5. P. to K. Kt.'s 3rd.
6. K. Kt. to B's 3rd.	6. P. to Q's 4th.

And White has little superiority beyond his Pawn.

Thirdly:—

	2. K. Kt. to K's 2nd.
3. K. B. to Q's 3rd.	3. P. to Q's 4th.

(White here might play 3. Q. B. to K. Kt.'s 5th, pursuing the attack, as in previous examples, where analogous situations have occurred.)

4. P. to K's 5th.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. Q. Kt. to B's 3rd.
7. Q. B. to K's 3rd.	7. B. to Q's 2nd.

(Black plays thus that he may be able to dislodge the dangerous K. B. of his adversary, by presently moving Q. Kt. to his 5th, without being driven back again by the Queen checking at Q. R's 4th.)

8. P. to Q. R's 3rd	8. P. to K. Kt.'s 3rd.

White can now throw forward his K. R. P. and follow up the attack in the manner before shown.

Fourthly:—

	2. P. to K. Kt.'s 3rd.
3. P. to K. R's 4th.	3. P. to Q's 4th.

(White may likewise play 3. K. B. to Q's 3rd effectively.)

4. P. to K's 5th.	4. P. to Q. B's 4th.
5. P. to K. R's 5th.	5. K. B. to Kt.'s 2nd.
6. P. takes P.	6. P. takes P.
7. R. takes R.	7. B. takes R.

White can then move 8. B. to Q's 3rd, and have a good attack.

Let us now revert to the leading theme.

3. P. to K's 5th.	3. P. to Q. B's 4th.

Instead of advancing his P. to K's 5th, White may take the P. with P., or check with his Q. at K. R's 5th (*e. g.*):—

In the first case:—

3. P. takes P.	3. P. takes P.
4. P. to Q. B's 4th.	4. P. to Q. B's 3rd.
5. Q. to her Kt.'s 3rd.	5. K. Kt. to B's 3rd.

White can follow with 6. Q. Kt. to B's 3rd, and Q. B. to K. Kt.'s 5th, having a good game.

In the second case:—

3. Q. to K. R's 5th (ch.)	3. P. to K. Kt.'s 3rd.
4. Q. to K's 5th	4. Kt. to K. B's 3rd.
5. Q. B. to K. Kt.'s 5th.	5. K. B. to K's 2nd.
6. K. P. takes Q. P.	6. Castles.

Checking with the Queen at Move 3, and following that with 4. Q. to K's 5th, and Q. B. to K. Kt.'s 5th, was suggested by Sarratt as a winning variation on the move given by Salvio. He seems, however, himself to have omitted to consider the effect of Black's Castling subsequently, by which he appears to escape, and with the better game.

7. P. takes K. P.	7. K. Kt. to his 5th.

And Black has the advantage.

We are of opinion that the check with the Q. at Move 3, followed by Q. to K's 5th, may be adopted safely, but that Sarratt loses time by playing Q. B. to K. Kt.'s 5th on his 5th move. Let us suppose,—

3. Q. to K. R's 5th (ch.)	3. P. to K. Kt.'s 3rd.
4. Q. to K's 5th.	4. K. Kt. to B's 3rd.
5. P. takes Q. P.	5. K. B. to Q's 3rd.
6. Q. to K's 2nd.	6. K. Kt. takes P.

White may now play 7. Q. B. to K. R's 6th, or 7. P. to Q. B's 4th, and have a very good game.

4. K. B. to Q's 3rd.	4. P. to K. Kt.'s 3rd.
5. P. to K. R's 4th.	5. P. takes Q. P.
6. P. to K. R's 5th.	6. P. to K. Kt.'s 4th.

White can afterwards play 7. K. Kt. to B's 3rd, with a great attack.

As this mode of opening at the Pawn and Move, viz. :—

1. $\frac{\text{P. to K's 4th}}{\text{P. to K's 3rd}}$ 2. $\frac{\text{P. to Q's 4th}}{\text{P. to Q's 4th}}$

is very generally adopted, we shall endeavour still further to exemplify the leading features, by appending a few openings from the old authors, and of actual games by leading players.

No. 1.

FROM DAMIANO.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. Q. takes P. or (A.)

Sarratt censures the move of P. takes P. for the first player, recommending, instead, the Q. to K. R's 5th (ch.), &c., as shown above in the variation on Salvio.*

4. P. to Q. B's 4th.

White has the advantage.

(A.)

	3. P. takes P.
4. Q. to K. R's 5th (ch.)	4. P. to K. Kt.'s 3rd.
5. Q. to K's 5th (ch.)	5. Q. to K's 2nd.

There is little difference in the game.

* But as the first player in Damiano's game gives a Knight for the Pawn and Move, it may be doubtful whether 3. P. takes P. is not the better move after all.

No. 2.

FROM DAMIANO.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. P. takes P.
5. P. takes P.	5. Q. Kt. to B's 3rd.
6. K. B. to Q's 3rd.	6. Q. Kt. takes Q. P.
7. Q. to K. R's 5th (ch.)	7. K. to Q's 2nd.
8. K. B. takes K R. P.	8. Q. Kt. to Q. B's 7th (ch.)
9. K. to Q's sq.	9. Q. Kt. takes Q. R.

Black has the advantage.

Damiano varies the 6th move of the first player by making him move,—

6. K. Kt. to B's 3rd, or Q. B. to K's 3rd.	6. K. B. to Q. Kt.'s 5th.
7. Q. B. to Q's 2nd.	7. Q. to Q. R's 4th.

Black has a good game.

No. 3.

FROM SALVIO.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.

As we before observed, Sarratt here advises White to play 3. Q. to K. R's 5th, instead of 3. P. to K's 5th, or 3. P. takes P.

4. P. to Q. B's 3rd.	4. P. takes Q. P.
5. P. takes P.	5. Q. to her R's 4th (ch.)
6. Q. Kt. to B's 3rd.	6. Q. Kt. to B's 3rd.
7. Q. to K. R's 5th (ch.)	7. P. to K. Kt.'s 3rd.
8. Q. to her sq.	8. K. B. to Q. Kt.'s 5th.
9. K. Kt. to K's 2nd.	9. K. Kt. to K's 2nd.
10. Q. B. to K's 3rd.	10. K. Kt. to B's 4th.
11. P. to Q. R's 3rd.	

If the K. B. take the Kt. White must take B. with his K. Kt. If Black retire the K. B. to K's 2nd, White should play K. Kt. to his 3rd; but, in either case, White has no superiority beyond the Pawn.

No. 4.

PHILIDOR GIVING THE PAWN AND MOVE TO MM. CARLIER AND BERNARD IN CONSULTATION.

WHITE. (The Allies.)	BLACK. (M. Philidor.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Q. to K. R's 5th (ch.)	4. P. to K. Kt.'s 3rd.
5. Q. to K's 5th (ch.)	5. Q. to K's 2nd.
6. Q. B. to K. B's 4th.	6. P. to Q. B's 3rd.
7. K. B. to K's 2nd.	7. K. B. to Kt.'s 2nd.
8. Q. takes Q. (ch.)	8. K. Kt. takes Q.
9. K. Kt. to B's 3rd.	9. Castles.
10. Q. B. to K's 5th.	10. Q. Kt. to Q's 2nd.

White has scarcely any advantage beyond his Pawn.

No. 5.

BETWEEN M. LA BOURDONNAIS AND MR. PERIGAL.

WHITE. (Mr. Perigal.)	BLACK. (M. La B.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. to K's 5th.	3. P. to Q. B's 4th.
4. K. B. to Q's 3rd.	4. Q. to her R's 4th (ch.)
5. B. to Q's 2nd.	5. Q. to her Kt.'s 3rd.
6. Q. to K. R's 5th (ch.)	6. K. to Q's sq.
7. Q. Kt. to B's 3rd.	7. B. to Q's 2nd.
8. K. Kt. to B's 3rd.	8. P. takes P.
9. Q. Kt. to K's 2nd.	9. Q. Kt. to B's 3rd.
10. K. Kt. takes P.	10. Kt. takes Kt.
11. Q. to R's 4th (ch.)	11. B. to K's 2nd.
12. Q. takes Kt.	12. Q. takes Q.
13. Kt. takes Q.	13. K. B. to Q. B's 4th.

White has a fine game.

No. 6.

BETWEEN TWO AMATEURS.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. K. B. to Q's 3rd.	3. P. to K. Kt.'s 3rd.

4. K. Kt. to B's 3rd.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. Q. Kt. to B's 3rd.
6. Castles.	6. K. Kt. to B's 3rd.
7. P. to K's 5th.	7. K. Kt. to R's 4th.
8. K. Kt. to his 5th.	8. Q. to K's 2nd.

White now moved 9. Q. B. to K's 3rd, having a good opening. If we mistake not, by advancing the K. Kt. P. to Kt.'s 4th, he must have won speedily.

Game IV.

[In this game Black plays, for his first move, P. to Q's 3rd sq.]

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. K. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. Q. Kt. to B's 3rd.

White may also move 3. K. B. to Q's 3rd, and the opening then proceeds thus:—

3. K. B. to Q's 3rd.	3. P. to K's 4th.
4. P. to Q's 5th.	4. K. B. to K's 2nd
5. K. Kt. to B's 3rd.	5. Castles.
6. P. to K. R's 3rd.	6. P. to Q. B's 3rd.
7. P. to Q. B's 4th.	7. P. takes P.
8. Q. B. P. takes P.	8. Q. Kt. to Q's 2nd.

White has little superiority.

4. P. to Q's 5th.	4. Q. Kt. to K's 4th.
5. P. to K. B's 4th.	5. Q. Kt. to K. B's 2nd.
6. K. Kt. to B's 3rd.	6. P. to K's 4th.
7. P. takes P. (*en passant.*)	7. B. takes P.
8. P. to K. B's 5th.	8. Q. B. to Q's 2nd.
9. K. B. to Q. B's 4th.	9. Q. Kt. to K's 4th.
10. Kt. takes Kt.	10. P. takes Kt.

White has a very favourable position.

(These moves are from a game between Mc Donnell and an Amateur.)

Appended are a few examples of the opening, chiefly from games between distinguished players.*

* See also pp. 169 and 171.

No. 1.

FROM DAMIANO.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. K. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. P. takes P.
5. Q. takes Q. (ch.)	5. K. takes Q.
6. K. B. to Q's 3rd.	6. P. to Q. B's 3rd.
7. K. Kt. to K's 2nd.	7. K. to Q. B's 2nd.
8. K. Kt. to his 3rd.	8. Q. B. to K's 3rd.

White has no advantage beyond his Pawn.

It is impossible to study the splendid examples of play at the Pawn and Move, to be found in the early writers, without a conviction that, however much the moderns may have improved in the general knowledge of the game, they have added but little information on the subject of these particular odds.

No. 2.

FROM THE TRAITE DES AMATEURS.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. K. Kt. to B's 3rd.
3. K. B. to Q's 3rd.	3. P. to K's 4th.
4. P. takes P.	4. P. takes P.
5. Q. B. to K. Kt.'s 5th.	5. K. B. to Q's 3rd.
6. P. to K. R's 3rd.	6. Q. B. to K's 3rd.
7. K. Kt. to K's 2nd.	7. Castles.
8. Castles.	8. Q. Kt. to Q's 2nd.
9. P. to Q. B's 4th.	9. Q. Kt. to his 3rd.

Black has a well-opened game.

No. 3.

BETWEEN MR. MC DONNELL AND M. LAVALINO.

WHITE. (M. L.)	BLACK. (Mr. Mc D.)
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. K. Kt. to B's 3rd.
3. K. B. to Q's 3rd.	3. P. to K's 4th.
4. P. to Q's 5th.	4. K. B. to K's 2nd.
5. P. to K. B's 4th.	5. P. takes P.

6. K. Kt. to B's 3rd.	6. Castles.
7. Castles.	7. P. to Q. B's 3rd.
8. P. to Q. B's 4th.	8. K. Kt. to his 5th.
9. Q. to K's 2nd.	9. Q. Kt. to Q's 2nd.
10. Q. Kt. to B's 3rd.	10. Q. Kt. to K's 4th.

Black's game is well developed.

No. 4.

BETWEEN MESSRS. FRASER AND SLOUS.

WHITE. (Mr. S.)	BLACK. (Mr. F.)
1. P. to K's 4th.	1. P. to Q's 3rd.
2. P. to Q's 4th.	2. Q. Kt. to B's 3rd.
3. P. to Q's 5th.	3. Q. Kt. to K's 4th.
4. P. to K. B's 4th.	4. Q. Kt. to K. B's 2nd.
5. K. B. to Q's 3rd.	5. P. to K's 4th.
6. K. Kt. to B's 3rd.	6. K. Kt. to B's 3rd.
7. P. to Q. B's 4th.	7. K. B. to K's 2nd.
8. Castles.	8. Castles.

White has the better game.

Game V.

[In this opening Black plays, for his first move, 1. K. Kt. to R's 3rd.]

WHITE.	BLACK.
1. P. to K's 4th.	1. K. Kt. to R's 3rd.

This defence is sound but somewhat tardy, and gives too much time to the first player.

2. P. to Q's 4th.	2. K. Kt. to B's 2nd.
3. P. to K. B's 4th.	3. P. to K's 3rd.

White may likewise play 3. K. B. to Q. B's 4th (see page 173), or 3. K. B. to Q's 3rd, or 3. P. to Q. B's 4th. As in the following variations.

In the first place:—

3. K. B. to Q's 3rd.	3. P. to K's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q's 4th.
5. P. to K's 5th.	5. P. to Q. B's 4th.
6. P. to Q. B's 3rd.	6. Q. Kt. to B's 3rd.
7. Q. B. to K's 3rd.	7. P. to Q. Kt.'s 3rd.

White has a good opening.

(These moves occur in a game between Philidor and Mr. Maseres.)

In the second place:—

3. P. to Q. B's 4th.	3. P. to K's 3rd.
4. P. to K. B's 4th.	4. P. to Q. B's 4th.
5. P. to Q's 5th.	5. P. to Q's 3rd.

If Black at this juncture play 5. P. to K's 4th, White can reply with 6. Q. Kt. to B's 3rd.

6. K. Kt. to B's 3rd.	6. K. B. to K's 2nd.

White may now play 7. K. B. to Q's 3rd, Castling afterwards with a very promising game.

4. Q. B. to K's 3rd.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. Q. Kt. to B's 3rd.
7. K. Kt. to B's 3rd.	7. K. B. checks.
8. Q. Kt. to B's 3rd.	8. Castles.
9. Castles.	9. Q. to her Kt.'s 3rd.

White can now move 10. Q. B. to K's 3rd, having a capital situation.

Game VI.

[Black plays P. to Q. B's 4th on his first move.]

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to Q. B's 4th.

If White play with due caution after winning the proffered Pawn, we believe his opponent can obtain no equivalent advantage in position to compensate for the sacrifice.

2. Q. to K. R's 5th (ch.)	2. P. to K. Kt.'s 3rd.
3. Q. takes Q. B. P.	3. Q. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. P. to K's 4th.

White can now retire his Q. to her B's 4th, in perfect safety, with two Pawns plus.

Game VII.

[Black plays P. to K. Kt's 3rd for his first move]

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K. Kt.'s 3rd.
2. P. to Q's 4th.	2. P. to K's 3rd.

If, instead of 2. P. to K's 3rd, Black move 2. K. B. to Kt.'s 2nd, White may reply with 3. P. to K. R's 4th, or 3. P. to K. B's 4th, as in the accompanying Variations.

In the first place:—

	2. B. to K. Kt.'s 2nd.
3. P. to K. R's 4th.	3. P. to K's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to K's 2nd.
5. K. B. to Q. B's 4th.	5. P. to Q's 4th.
6. P. takes P.	6. Kt. takes P.

White can, next move, play 7. P. to K. R's 5th, and keep up an embarrassing fire upon the unsheltered King.

In the second place:—

	2. B. to K. Kt.'s 2nd.
3. P. to K. B's 4th.	3. P. to K's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q's 3rd.
5. P. to Q. B's 4th.	5. Q. Kt. to Q's 2nd.
6. P. to K's 5th.	6. Q. Kt. to his 3rd.
7. K. B. to Q's 3rd.	7. Q. B. to Q's 2nd.
8. Q. Kt. to B's 3rd.	8. Q. to K's 2nd.
9. Q. B. to K's 3rd.	9. K. Kt. to R's 3rd.
10. P. to K. R's 3rd.	10. Castles on Q's side.
11. P. takes P.	11. P. takes P.
12. P. to Q. Kt.'s 4th.	12. K. to Q. Kt.'s sq.

White has a great attack.

(This well-played variation is from the "Traité des Amateurs.")

3. K. B. to Q's 3rd.	3. P. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. Kt. to B's 3rd.
5. K. Kt. to B's 3rd.	5. P. takes P.
6. P. takes P.	6. Q. to her Kt.'s 3rd.
7. P. to K's 5th.	7. P. to Q's 4th.
8. P. to Q. R's 3rd.	8. Q. B. to Q's 2nd.

White may then Castle, with a very good game, since his adversary cannot do so on either side without being presently subjected to a terrible attack.

Having now gone through the usual and most important methods of attack and defence at these odds, we shall conclude the chapter with two or three openings, from real games, which, though rarely adopted, it may be well for the student to examine.

No. 1.

BETWEEN MOURET, WHEN CONDUCTING THE AUTOMATON CHESS-PLAYER, AND AN AMATEUR.

WHITE. (Amateur.)	BLACK. (Mouret.)
1. P. to Q's 4th.	1. K. Kt. to B's 3rd.
2. P. to Q. B's 4th.	2. P. to K's 3rd.

3. P. to Q. R's 3rd.	3. P. to Q. B's 4th.
4. P. to Q's 5th.	4. P. to K's 5th.
5. Q. Kt. to B's 3rd.	5. P. to Q's 3rd.
6. P. to K's 4th.	6. K. B. to K's 2nd.

White has not made much of his advantages.

No. 2.

BETWEEN MOURET, WHEN CONDUCTING THE AUTOMATON CHESS-PLAYER, AND AN AMATEUR.

WHITE. (Amateur.)	BLACK. (Mouret.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd.	2. K. Kt. to B's 3rd.
3. P. to Q. B's 4th.	3. P. to K's 3rd.
4. P. takes P.	4. P. takes P.
5. Q. Kt. to B's 3rd.	5. P. to Q. B's 3rd.
6. K. B. to Q's 3rd.	6. K. B. to Q's 3rd.
7. K. Kt. to K's 2nd.	7. Castles.

White has little superiority beyond the given Pawn.

No. 3.

BETWEEN MOURET, WHEN CONDUCTING THE AUTOMATON CHESS-PLAYER AND MR. BRAND.

WHITE. (Mr. B.)	BLACK. (Mouret.)
1. P. to Q. B's 4th.	1. P. to K's 4th.
2. P. to Q's 3rd.	2. K. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.	3. P. to Q. B's 3rd.
4. P. to K's 3rd.	4. P. to Q's 4th.
5. Q. B. P. takes P.	5. P. takes P.
6. Q. B. to Q's 2nd.	6. Q. Kt. to B's 3rd.
7. P. to Q. R's 3rd.	7. K. B. to Q's 3rd.
8. Q. to Q. Kt's 3rd.	8. K. B. to Q. B's 2nd.

Black has a well-opened game.

CHAPTER XX.

On giving the Pawn for the Move.

The odds of the King's Bishop's Pawn for the first Move are treated of in the very earliest European works, but appear to have gone quite out of use even before the time of Philidor.

Although adapted only for players of the highest grade, we shall be glad to see both these and the odds of the two first moves in vogue again, because they are well calculated to extend and diversify the range of our chess studies.

The following game, "Teaching the best method of playing when the King's Bishop's Pawn is given for the advantage of the Move," is from Damiano.

Game No. 1.

(Remove White's King's Bishop's Pawn from the board.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. P. to K. B's 4th.
3. Kt. takes K. P.	3. Q. to K. R's 5th (ch.)

Damiano gives a variation on White's 3rd move, which proceeds as follows:—

3. P. takes K. B. P.	3. P. to Q's 4th.
4. K. Kt. takes K. P. or (A.)	4. Q. to K. R's 5th (ch.)
5. P. to K. Kt.'s 3rd.	5. Q. to K's 5th (ch.)
6. Q. to K's 2nd.	6. Q. takes K. R.
7. K. Kt. to K. Kt.'s 6th (dis. ch.)	7. K. B. to K's 2nd.

White might also have played 7. Q. to K. R's 5th (ch.), see (B.)

8. K. Kt. takes K. R.	8. Q. to K's 5th.

Black has the better game.

4. P. to K. Kt.'s 3rd.	4. Q. takes K. P. (ch.)
5. Q. to K's 2nd.	5. Q. takes K. R.
6. K. Kt. to his 6th (dis. ch.)	6. B. to K's 2nd.
7. Kt. takes K. R.	7. Q. to K's 5th.

And White cannot save his K. Kt. after an exchange of Queens has taken place.

(A.)

4. P. to K. Kt.'s 4th.	4. P. to K. 5th.
5. Q. to K's 2nd.	5. Q. to K.'s 2nd.
6. K. Kt. to Q's 4th.	6. P. to Q. B's 4th.
7. Q. to Q. Kt.'s 5th (ch.) or (C.)	7. K. to B's 2nd.
8. K. Kt. to K's 2nd, or Q. Kt.'s 3rd.	8. Q. to K. R's 5th (ch.)
9. K. to Q's sq.	9. Q. takes K. Kt. P.

And Black has the advantage.

(B.)

7. Q. to K. R's 5th (ch.)	7. K. to Q's sq.
8. Kt. to K. B's 7th (ch.)	8. K. to his 2nd.
9. Kt. takes R.	9. Q. to K's 5th (ch.)

And must win the K. Kt.

(C.)

7. K. Kt. to Q. Kt.'s 5th.	7. P. to Q's 5th.
8. K. B. to K. Kt.'s 2nd.	8. P. to Q. R's 3rd.
9. K. Kt. to Q. R's 3rd.	9. K. Kt. to B's 3rd.
10. P. to K. Kt.'s 5th.	10. K. Kt. to Q's 4th.
11. K. B. takes K. P.	11. K. Kt. to K. B's 4th.
12. Q. to K. B's 3rd.	12. Q. B. takes P.
13. Q. takes K. Kt.	13. Q. B. takes K. B.
14. K. R. to K. Kt.'s sq.	14. Q. B. to Q's 6th (dis. ch.)

Sarratt remarks, upon White's 14th move of K. R. to K. Kt.'s sq., that "Castling is so obviously a better move, that we are warranted in supposing it was not customary to Castle when Damiano published his Treatise."

15. K. to his B's 2nd.	15. Q. to K's 7th (ch.)
16. K. to Kt.'s 3rd.	16. Q. to K's 3rd.
17. Q. to K. Kt.'s 4th.	17. K. B. to Q's 3rd (ch.)
18. K. to R's 4th (best.)	18. Q. B. to K. B's 4th.
19. Q. to K. B's 3rd.	19. K. R. to B's sq.

And White must lose the game.

Game No. 2.

FROM LOPEZ.*

(As in the previous game, White's King's Bishop's Pawn must be removed from the Board.)

WHITE.	BLACK.
1. P. to Q. B's 3rd.	1. P. to K's 4th.
2. P. to Q's 4th.	2. P. to K's 5th.
3. Q. B. to K. B's 4th.	3. P. to Q's 4th.
4. P. to K's 3rd.	4. P. to Q. B's 4th.
5. Q. B. takes Q. Kt.	5. Q. R. takes B.
6. Q. to her R's 4th (ch.)	6. Q. B. to Q's 2nd.
7. Q. takes Q. R. P.	7. P. to Q. B's 5th.
8. P. to Q. Kt.'s 4th.	8. K. Kt. to K's 2nd.

(Black now threatens to win the Queen by R. to Q. R's sq. and Q. B. to his 3rd.)

* "Libro de la Invencion Liberal y Arte del juego del Axedres," &c., &c., 1561.

9. Q. to her R's 3rd.	9. Kt. to K. B's 4th.
10. Q. to Q. B's sq.	10. Q. to K. R's 5th (ch.)

Black has a fine game.

Game No. 3.

From Salvio.

(Remove White's King's Bishop's Pawn from the Board.)

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. K. B. to Q. B's 4th.
3. K. B. to Q. B's 4th.	3. K. Kt. to B's 3rd.
4. P. to Q. B's 3rd.	4. Kt. takes K. P.
5. Castles (K. to B's sq. and R. to K's sq.)*	5. P. to Q's 4th.
6. K. Kt. takes K. P.	6. Castles (K. to Kt.'s sq. and R. to K's sq.)
7. P. to Q's 4th.	7. P. takes K. B.
8. R. takes Kt.	8. P. to K. B's 3rd.
9. Q. to K. R's 5th.	

Black's best move is to take the Knight; but if he try to save his Bishop first, he will be mated, thus:—

	9. K. B. to Q. Kt.'s 3rd.
10. Q. to K. B's 7th (ch.)	10. K. to R's sq.
11. Kt. to Kt.'s 6th (ch.)	11. P. takes Kt.
12. R. to K. R's 4th.	

Checkmate.

Game No. 4.

From the rare treatise by Cozio.†

(Remove White's King's Bishop's Pawn from the Board.)

WHITE.	BLACK.
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd.	2. P. to K's 3rd.

* One of the Italian methods of Castling.

† "Il Giuoco Degli Scacchi," 1766.

3. P. to Q. B's 4th.	3. P. to Q. B's 3rd.
4. K. Kt. to B's 3rd.	4. K. B. checks.

In a subsequent variation, Cozio makes White play 4. Q. Kt. to B's 3rd, and the game goes on thus:—

4. Q. Kt. to B's 3rd.	4. K. B. to Q. Kt.'s 5th.
5. Q. B. to Q's 2nd.	5. K. Kt. to B's 3rd.
6. K. Kt. to B's 3rd.	6. Castles.
7. K. B. to K's 2nd.	

Castling afterwards.

5. Q. B. to Q's 2nd.	5. B. takes B. (ch.)
6. Q. takes B.	6. K. Kt. to B's 3rd.
7. Q. Kt. to B's 3rd.	

Followed by K. B. to Q's 3rd, and Castling afterwards on the King's side, with a good game.

CHAPTER XXI.

On the Odds of giving the First two Moves.

This method of equalizing the disparity in play, appears to have been frequently adopted in the olden time, as we find instructions on the subject in many of the chief writers. Our first opening is from Lopez.

Game No. 1.

(White gives his adversary the two first moves.)

BLACK.	WHITE.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q. B's 3rd.
3. P. to Q. B's 4th.	3. P. to Q's 4th.
4. K. P. takes P.	4. P. takes P.
5. P. takes P.	5. Q. takes P.
6. Q. Kt. to B's 3rd.	6. Q. to Q's sq.
7. Q. B. to K. B's 4th.	7. K. Kt. to B's 3rd.

There is not much difference in the game.

Game No. 2.

FROM COZIO.

(White gives his adversary the two first moves.)

BLACK.	WHITE.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to Q. B's 3rd.
3. P. to Q. B's 4th.	3. P. to Q's 4th.
4. K. P. takes Q. P.	4. P. takes P.

The moves are precisely the same as in the game of Lopez, from whom Cozio appears to have borrowed it. A variation is now suggested on Black's 4th move, which runs thus:—

4. P. to K's 5th.	4. P. to K's 3rd.
5. P. to K. B's 4th.	5. P. to K. Kt.'s 3rd.
6. K. Kt. to B's 3rd.	6. K. B. to K. Kt.'s 2nd.
7. K. B. to K's 2nd.	7. K. Kt. to K's 2nd.
8. Castles.	8. Castles.

White may afterwards play K. Kt. to B's 4th with a good defence.

5. P. takes P.	5. Q. takes P.
6. Q. Kt. to B's 3rd.	6. Q. to her sq.

Black has little if any advantage.

Game No. 3.

FROM COZIO.

BLACK.	WHITE.
1. P. to K's 4th.	1.
2. P. to Q's 4th.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. P. to Q. B's 3rd.
4. K. Kt. to B's 3rd.	4. P. to Q's 4th.

If Black, instead of bringing out his K. Kt. at the 4th move, play 4. P. to K's 5th, White may still move 4. P to Q's 4th.

5. P. to Q. B's 5th.	5. P. to K. Kt.'s 3rd.

White may follow this with B. to K. Kt's 2nd, then K. Kt. to K's 2nd, and finally Castle with a good game.

Game No. 4.

VERDONI GIVES COUNT BRUHL THE TWO FIRST MOVES.

BLACK. (Count B.)	WHITE. (Verdoni.)
1. P. to K's 4th.	1.
2. P. to K. B's 4th.	2. P. to Q. B's 4th.
3. K. Kt. to B's 3rd.	3. P. to Q. Kt.'s 3rd.
4. P. to Q. B's 4th.	4. Q. Kt. to B's 3rd.
5. Q. Kt. to R's 3rd.	5. P. to K's 3rd.
6. Q. Kt. to Q. B's 2nd.	6. Q. B. to Q. Kt.'s 2nd.
7. P. to Q's 3rd.	7. K. Kt. to K's 2nd.
8. K. B. to K's 2nd.	8. P. to K. B's 4th.
9. P. to K's 5th.	9. K. Kt. to his 3rd.

Black has no advantage.

Game No. 5.

BETWEEN THE SAME PLAYERS.

BLACK. (Count B.)	WHITE. (Verdoni.)
1. P. to K's 4th.	1.
2. K. B. to Q. B's 4th.	2. P. to Q. B's 4th.
3. P. to Q. B's 3rd.	3. P. to K's 3rd.
4. Q. to K's 2nd.	4. Q. Kt. to B's 3rd.
5. P. to K. B's 4th.	5. K. Kt. to K's 2nd.
6. P. to Q's 3rd.	6. P. to K. B's 4th.
7. K. B. to Q. Kt.'s 3rd.	7. P. to Q. Kt.'s 3rd.
8. K. Kt. to B's 3rd.	8. P. to K. Kt.'s 3rd.
9. Q. Kt. to R's 3rd.	9. K. B. to K. Kt.'s 2nd.
10. Q. Kt. to his 5th.	10. Castles.
11. Q. Kt. to Q's 6th.	11. Q. to her B's 2nd.
12. P. to K's 5th.	12. P. to Q. R's 4th.

Black has a rather better game.

CHAPTER XXII.

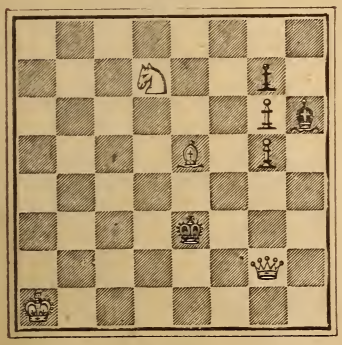
Chess Problems.

In obedience to the time-honoured custom of writers, ancient and modern, on the game of Chess, we conclude the present Treatise with a collection of ingenious positions, all of them original, and most of them, if we mistake not, calculated to prove both edifying to the learner and entertaining to the proficient.

First Position.

By Mr. Julius Brede, of Altona.

BLACK.



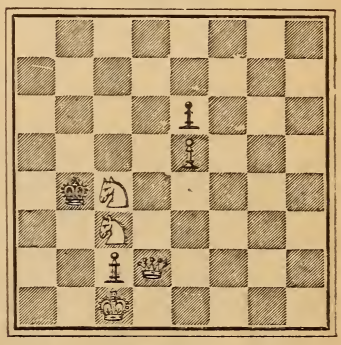
WHITE.

White to play and checkmate in three moves.

Second Position.

By an Amateur, of India.

BLACK.



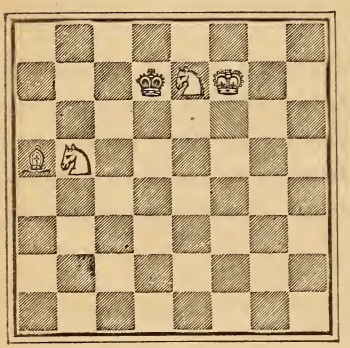
WHITE.

White to play and checkmate in three moves.

THIRD POSITION.

By Mr. Kling.

BLACK.



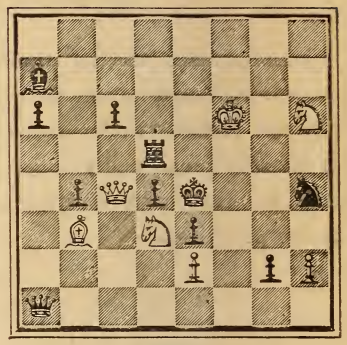
WHITE.

White to play and checkmate in four moves.

FOURTH POSITION.

By Mr. Kling.

BLACK.



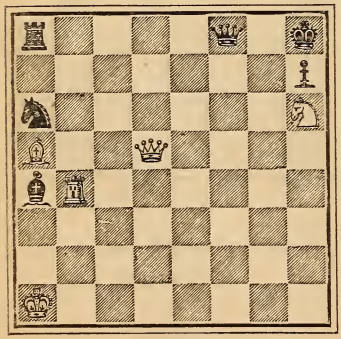
WHITE.

White playing first, checkmates in four moves.

FIFTH POSITION.

By Mr. Kling.

BLACK.



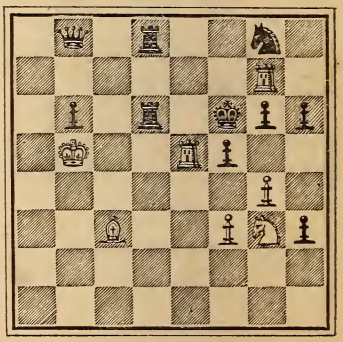
WHITE.

White to play and mate in four moves.

SIXTH POSITION.

By Mr. Julius Brede, of Altona.

BLACK.

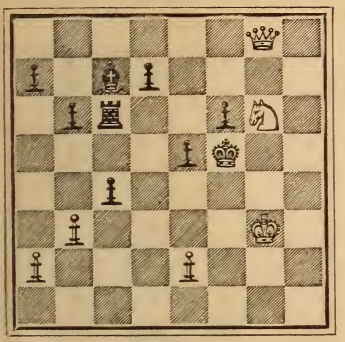


WHITE.

White to play and checkmate in five moves.

SEVENTH POSITION.
"The Revival."
By the Rev. H. Bolton.

BLACK.



WHITE.

White to play and checkmate in five moves.

EIGHTH POSITION.
By an Amateur of India.

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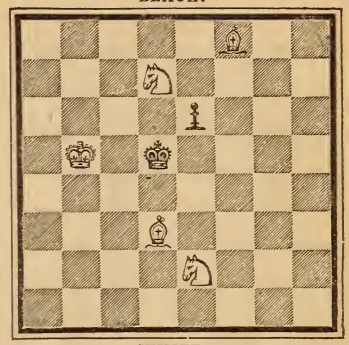

WHITE.

White having to play, engages to checkmate in three moves with the Kt. which stands on his K's 2nd. In five moves with the B. which is on K. B's 8th, in six with the other Kt., and in eight with the other Bishop.

NINTH POSITION.
By the Rev. H. Bolton.

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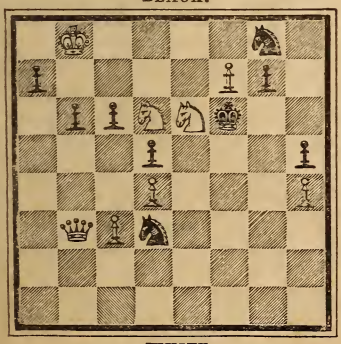

WHITE.

White to play and checkmate in six moves.

TENTH POSITION.
"The Excursion."
By the Rev. H. Bolton.

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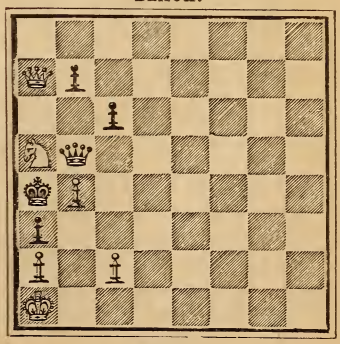

WHITE.

White to play and checkmate in six moves.

Eleventh Position.

By an Amateur of India.

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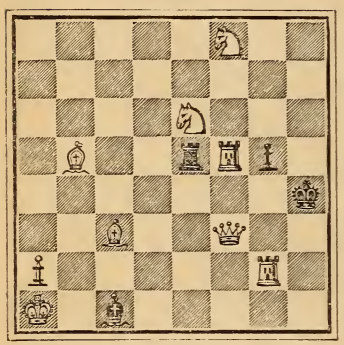

WHITE.

White to play, and compel Black to checkmate him in seven moves.

Twelfth Position.

"Finis."

By the Rev. H. Bolton.

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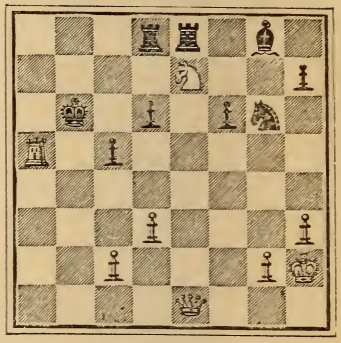

WHITE.

White to play and checkmate in eight moves.

Thirteenth Position.

"La Finesse."

By the Rev. H. Bolton.

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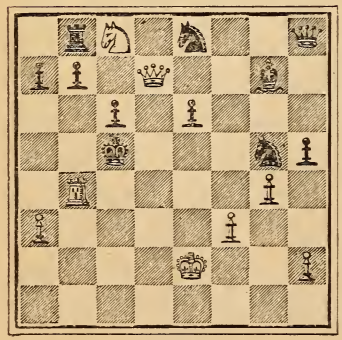

WHITE.

White to play and checkmate in nine moves.

Fourteenth Position.

"Camilla."

By the Rev. H. Bolton.

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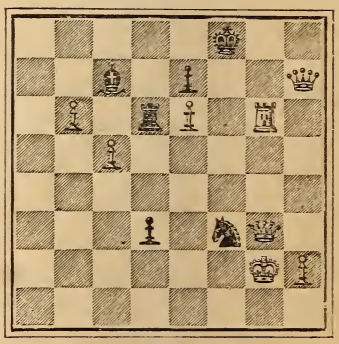

WHITE.

White to play and checkmate in nine moves.

FIFTEENTH POSITION.

"The Patrician."

By the Rev. H. Bolton.

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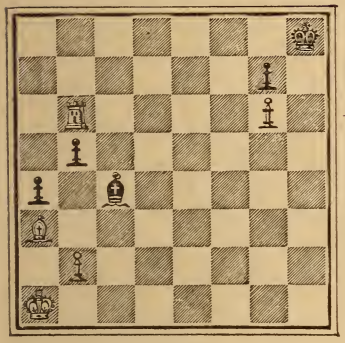


WHITE.

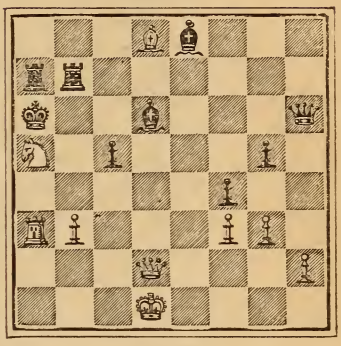
White to play and checkmate in ten moves.

SIXTEENTH POSITION.

"The Enterprise."

By the Rev. H. Bolton.

BLACK.



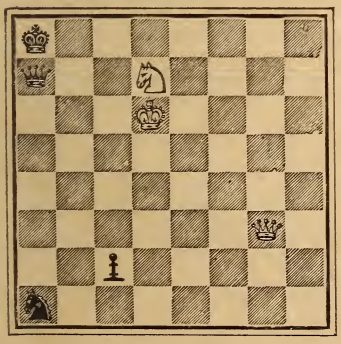
WHITE.

White to play and checkmate in ten moves.

SEVENTEENTH POSITION.

By the Rev. H. Bolton.

BLACK.



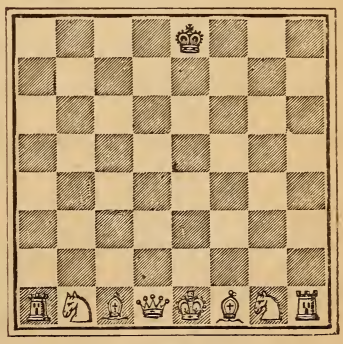
WHITE.

White to play and checkmate in thirteen moves.

EIGHTEENTH POSITION.

By Mr. Kling.

BLACK.

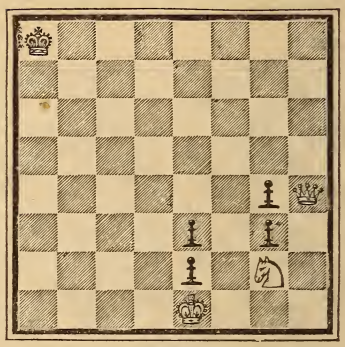


WHITE.

White playing first, undertakes to command every square on the board in fourteen moves, mating only at the last move.

Nineteenth Position.

BLACK.



WHITE.

White engages to checkmate in twenty-six moves, without taking any of the adversary's Pawns.

SOLUTIONS TO THE CHESS PROBLEMS.

First Position.

WHITE.	BLACK.
1. B. to Q. B's 3rd. 2. Kt. to K's 5th. 3. Q. Mates.	Black may play what he will.

Second Position.

WHITE.	BLACK.
1 Q. to K's 3rd.	1. K. takes Kt.
2. Q. to her Kt.'s 6th.	2. K. takes Kt.
3. Q. to her B's 5th.	

Mate.

Third Position.

WHITE.	BLACK.
1. B. to Q's 2nd.	1. K. to Q's sq.
2. K. to his 6th.	2. K. to his sq.
3. Kt. to Q's 6th (ch)	3. K to B's sq., or Q's sq.
4. B. Mates.	

Fourth Position.

WHITE.	BLACK.
1. Q. takes R. (ch.)	1. P. takes Q.
2. B. to Q. B's 2nd.	2. Q. to K. B's 8th (ch.), or *
3. Kt. to K. B's 2nd (double ch.)	3. K. to B's 5th.
4. Kt. to K. R's 3rd.	
Mate.	
	*2. P. to K. Kt.'s 8th (becomes a Knight.)
3. Kt. to Q. B's 5th (double ch.)	3. K. to B's 5th.
4. Kt. to K's 6th.	
Mate.	

Fifth Position.

WHITE.	BLACK.
1. R. to Q. Kt.'s 8th.	1. R. takes R. (best.)
2. B. to Q. B's 3rd (ch.)	2. Q. to K. Kt.'s 2nd.
3. Q. to K. Kt.'s 8th (ch.)	3. R. takes Q.
4. Kt. to K. B's 7th.	
Mate.	

Sixth Position.

WHITE.	BLACK.
1. Kt. to K. R's 5th (ch.)	1. P. takes Kt.
2. R. to Q's 5th (dis. ch.)	2. What he can.
3. P. takes P. (ch.)	3. K. takes R.
4. R. to K. Kt.'s sq.	4. Anything he can.
5. R. to Q's sq.	
Mate.	

Seventh Position.

WHITE.	BLACK.
1. Kt. to K's 7th (ch.)	1. K. to his 5th.
2. Kt. to K. B's 5th.	2. P. takes P.
3. K. to K. R's 4th.	3. R. to K's 3rd.
4. Q. to K. Kt's 2nd (ch.)	4. K. takes Kt.
5. Q. to K. Kt.'s 4th.	
Mate.	

Eighth Position.

First Solution.

WHITE.	BLACK.
1. B. to Q. B's 5th. 2. B. to K. B's 5th. 3. Kt. to Q. B's 3rd.	Black has no choice of moves.
Mate.	

Second Solution.

WHITE.	BLACK.
1. Kt. to K. B's 6th (ch.)	Black has no choice of moves.
2. Kt. to K. Kt.'s 4th (ch.)	
3. Kt. to B's 4th (ch.)	
4. B. to K. Kt.'s 7th (ch.)	
5. B. takes P.	

Mate.

Third Solution.

WHITE.	BLACK.
1. Kt. to K. B's 6th (ch.)	Black has no choice of moves.
2. Kt. to K's 8th.	
3. B. to Q's 6th.	
4. B. to K. B's 5th.	
5. B. to Q. B's 7th.	
6. Kt. to K. B's 6th.	

Mate.

Fourth Solution.

WHITE.	BLACK.
1. Kt. to K. B's 6th (ch.)	1. K. to his 4th.
2. Kt. to K. R's 7th.	2. K. to Q's 4th.
3. Kt. to K. Kt.'s 5th.	3. K. to K's 4th (best.)
4. B. to K's 7th.	4. K. to Q's 4th.
5. B. to Q. B's 2nd.	5. K. to K's 4th (best.)
6. Kt. to K. B's 3rd (ch.)	6. K. to Q's 4th.
7. Kt. to K. Kt.'s 3rd.	7. P. to K's 4th.
8. B. to Q. Kt.'s 3rd.	

Mate.

NINTH POSITION.

WHITE.	BLACK.
1. Q. Kt. to K. B's 4th.	1. Kt. takes Kt. (best.)
2. P. to B's 8th "Queens" (ch.)	2. K. to K's 3rd.
3. Kt. to K. B's 5th.	3. Kt. to K. B's 3rd or (A).
4. Kt. takes K. Kt. P. (ch.)	4. K. to Q's 2nd.
5. Q. to K. B's 7th (ch.)	5. K. moves.
6. Q. to Q. B's 7th.	

Mate.

(A.)

	3. Kt. to K's 2nd.
4. Kt. takes K. Kt. P. (ch.)	4. K. to Q's 2nd (best.)
5. Q. to K's 8th (ch.)	5. K. to Q's 3rd.
6. Q. to Q's 8th.	

Mate.

Tenth Position.

WHITE.	BLACK.
1. Kt. takes Q. B. P. (dis. ch.)	1. Q. to Q. R's 3rd
2. Q. takes Q. (ch.)	2. P. takes Q.
3. P. to Q. B's 4th.	3. P. to Q. R's 4th.
4. K. to Q. Kt.'s sq.	4. P. takes P.
5. K. to Q. B's 2nd.	5. P. to Q. Kt.'s 6th (ch.)
6. P. takes P.	

Mate.

Eleventh Position.

WHITE.	BLACK.
1. Q. to K. Kt.'s 3rd (ch.)	1. K. to R's 4th.
2. B. to K's 8th (ch.)	2. K. to R's 3rd.
3. Q. takes P. (ch.)	3. B. takes Q.
4. R. to K. B's 6th (ch.)	4. B. takes R.
5. R. to K. Kt.'s 6th (ch.)	5. K. to R's 4th.
6. Kt. to K. B's 4th (ch.)	6. K. to R's 5th.
7. B. to K's sq. (ch.)	7. R. takes B.

Mate.

Twelfth Position.

WHITE.	BLACK.
1. R. to Q. R's 7th.	1. K. takes R. or (A.)
2. Q. to Q. R's 5th (ch.)	2. K. to Q. Kt.'s 2nd.
3. Q. to Q. Kt.'s 5th (ch.)	3. K. to Q. B's 2nd or (B.)
4. Q. to B's 6th (ch.)	4. K. to Kt.'s sq.
5. Q. to Q. Kt.'s 6th (ch.)	5. K. to R's sq.
6. Kt. to Q. B's 6th.	6. R. to K's or Q's 2nd.
7. Q. to Q. R's 6th (ch.)	7. R. to Q. R's 2nd.
8. Q. takes R.	

Mate.

(A.)

	1. K. R. takes Kt.
2. Q. to Q. R's 5th (ch.)	2. K. to Q. B's 3rd.
3. Q. to Q. R's 4th (ch.)	3. K. to Q's 4th (best.)
4. R. takes K. R.	4. Kt. takes R.
5. Q. to K's 4th.	

Mate.

(B.)

	3. K. to Q. R's sq.
4. Kt. to Q. B's 6th.	4. R. to Q's 2nd.
5. Q. to Q. R's 6th (ch.)	5. R. interposes.
6. Q. takes R.	

Mate.

Thirteenth Position.

WHITE.	BLACK.
1. Q. to K's 7th (ch.)	1. K. to Q's 4th.
2. Q. to Q's 8th (ch.)	2. K. to Q. B's 4th.
3. Q. to Q. R's 5th (ch.)	3. P. to Q. Kt.'s 4th.
4. R. to Q. B's 4th (ch.)	4. K. to Q's 4th (best.)
5. R. to Q. B's 5th (ch.)	5. K. takes R.
6. Q. to Q. Kt.'s 4th (ch.)	6. K. to Q's 4th.
7. Kt. to K's 7th (ch.)	7. K. to K's 4th.
8. Q. to K. B's 4th. (ch.)	8. K. takes Q.
9. Kt. to K. Kt.'s 6th.	

Mate.

Fourteenth Position.

WHITE.	BLACK.
1. Q. to K. B's 4th (ch.)	1. K. to K's sq.
2. Q. to Q. R's 4th (ch.)	2. K. to K. B's sq.
3. Q. to Q. R's 8th (ch.)	3. B. to Q's sq. (best.)
4. Q. takes Kt. (ch.)	4. K. to K's sq.
5. Q. to K. R's 5th.	5. R. takes K. P. (best.)
6. R. to K. Kt.'s 8th (double ch.)	6. K. to Q's 2nd.
7. Q. to K's 8th (ch.)	7. K. to Q. B's sq.
8. Q. takes B. (ch.)	8. K. to Q. Kt.'s 2nd.
9. Q. to Q. R's 8th.	

Mate.

Fifteenth Position.

WHITE.	BLACK.
1. R. to Q. Kt.'s 8th (ch.)	1. B. to K. Kt.'s sq.
2. R. takes P.	2. B. moves.
3. R. to Q. Kt.'s 8th (ch.)	3. B. to K. Kt.'s sq.
4. B. to Q's 6th.	4. P. to Q. R's 6th.
5. P. to Q. Kt.'s 4th.	5. P. to Q. R's 7th.
6. R. takes B. (ch.)	6. K. takes R.
7. P. to Kt.'s 5th.	7. K. moves.
8. P. to Kt.'s 6th.	8. K. moves.
9. P. to Kt.'s 7th.	9. K. moves.
10. P. "Queens."	

Mate.

Sixteenth Position.

WHITE.	BLACK.
1. Kt. to Q. B's 6th (dis. ch.)	1. K. to Q. Kt.'s 4th.
2. R. to Q. R's 6th.	2. R. takes R. (best.)
3. Q. to K's 2nd (ch.)	3. K. takes Kt. (best.)
4. Q. takes B. (ch.)	4. R. to Q's 2nd.
5. Q. to K's 4th (ch.)	5. K. to Q. Kt.'s 4th.
6. Q. to Q. B's 4th (ch.)	6. K. to Q. B's 3rd.

7. Q. takes R. (ch.)	7. K. to Q's 4th.
8. Q. to Q. B's 4th (ch.)	8. K. to Q. B's 3rd (best.)
9. Q. to K's 4th (ch.)	9. K. to Q. Kt.'s 4th.
10. Q. to Q. R's 4th.	

Mate.

Seventeenth Position.

WHITE.	BLACK.
1. Q. to K. Kt.'s 2nd (ch.)	1. Q. to Q. Kt.'s 2nd.
2. Q. to K. Kt.'s 8th (ch.)	2. K. to Q. R's 2nd.
3. Q. to K. Kt.'s sq. (ch.)	3. K. to Q. R's sq. (best.)
4. Q. takes Kt. (ch.)	4. Q. to Q. R's 2nd.
5. Q. to K. R's sq. (ch.)	5. Q. to Q. Kt's 2nd.
6. Q. to K. R's 8th (ch.)	6. K. to R's 2nd.
7. Q. to Q's 4th (ch.)	7. K. to Q. R's sq.
8. Q. to Q. R's 4th (ch.)	8. Q. to Q. R's 2nd.
9. Kt. to Q. Kt.'s 6th (ch.)	9. K. to Q. Kt.'s sq. (best.)
10. Q. to K's 8th (ch.)	10. K. to Kt.'s 2nd.
11. Q. to Q. B's 6th (ch.)	11. K. to Q. R's 3rd.
12. Kt. to Q. B's 4th (dis. ch.)	12. Q. to Q. Kt.'s 3rd.
13. Q. takes Q.	

Mate.

Eighteenth Position.

WHITE.	BLACK.
1. Q. to her 6th.	1. K. to B's 2nd.
2. K. R. to R's 8th.	2. K. to Kt.'s 2nd.
3. B. to Q. Kt.'s 2nd (ch.)	3. K. to B's 2nd.
4. Q. to Q. R's 6th.	4. K. to K's 2nd.
5. K. B. to K. R's 3rd.	5. K. to B's 2nd.
6. Q. B. to Q's 4th.	6. K. to K's 2nd.
7. Q. Kt. to Q. B's 3rd.	7. K. to B's 2nd.
8. K. Kt. to K. B's 3rd.	8. K. to K's 2nd.
9. K. to his 2nd.	9. K. to B's 2nd.
10. K. to Q's 3rd.	10. K. to K's 2nd.
11. K. Kt. to Q's 2nd.	11. K. to B's 2nd.
12. Q. R. to K. Kt.'s sq.	12. K. to K's 2nd.
13. Q. Kt. checks.	13. K. to B's 2nd.
14. K. B. to K's 6th.	

Mate.

Nineteenth Position.

WHITE.	BLACK.
1. Q. to K's 7th.	1. K. to Q. Kt.'s sq.
2. Q. to Q. R's 3rd.	2. K. to Q. Kt.'s 2nd, or (A.)
3. Q. to Q. R's 5th.	3. K. to Q. Kt.'s sq.
4. Q. to Q. R's 6th.	4. K to Q. B's 2nd.
5. Q. to Q. Kt's 5th.	5. K. to Q's 3rd.
6. Q. to Q. B's 4th.	6. K. to K's 4th.
7. Q. to her 3rd.	7. K. to K's 3rd.

8. Q. to her 4th.	8. K. to K's 2nd.
9. Q. to Q's 5th.	9. K. to K's sq.
10. Q. to Q's 6th.	10. K. to K. B's 2nd.
11. Q. to K's 5th.	11. K. to K. B's sq.
12. Q. to K's 6th.	12. K. to Kt.'s 2nd.
13. Q. to K. B's 5th.	13. K. to K. R's sq.
14. Q. to K. Kt.'s 5th.	14. K. to R's 2nd.
15. Q. to K's 5th.	15. K. to Kt.'s sq.
16. Q. to K. B's 6th.	16. K. to K. R's 2nd.
17. Q. to K. B's 8th.	17. K. to K. Kt's 3rd.
18. Q. to K's 7th.	18. K. to K. B's 4th.
19. Kt. to K. R's 4th (ch.)	19. K. to K. B's 5th.
20. Q. to Q's 6th (ch.)	20. K. to K's 5th.
21. Kt. to K. Kt.'s 2nd.	21. K. to K. B's 4th.
22. Q. to K's 7th.	22. K. to K. Kt.'s 3rd.
23. Kt. to K. R's 4th (ch.)	23. K. to K. R's 4th.
24. Q. to K. R's 7th (ch.)	24. K. to K. Kt.'s 4th.
25. Q. to K. Kt.'s 6th (ch.)	25. K. to K. B's 5th.
26. Q. to K. B's 5th.	

Checkmate.

(A.)

	2. K. to Q. B's 2nd.
3. Q. to Q. Kt.'s 3rd.	3. K. to Q. B's 3rd.
4. Q. to Q. Kt.'s 4th.	4. K. to Q's 4th.
5. Q. to Q. B's 3rd.	5. K. to K's 5th.
6. Q. to Q. B's 4th, &c., as in the leading series.	

Solution to the Frontispiece.

(White gives mate.)

WHITE.	BLACK.
1. Q. to Q's 7th (ch.)	1. K. to K. R's 4th or 5th.
2. Q. to K. R's 3rd (ch.)	2. K. to Kt.'s 4th.
3. Q. to K. B's 5th (ch.)	3. K. to R's 5th (best.)
4. Q. to K. B's 6th (ch.)	4. K. to Kt.'s 5th or (A.)
5. B. to K. B's 5th (ch.)	5. K. to R's 4th.
6. Q. to K. Kt.'s 6th (ch.)	6. K. to R's 5th.
7. Q. Mates.	

(A.)

	4. K. to R's 4th.
5. B. to K. Kt.'s 6th (ch.)	5. K. to Kt.'s 5th or (B.)
6. Q. to K. B's 5th (ch.)	6. K. moves.
7. Q. to K. R's 5th.	

Mate.

(B.)

	5. K. to R's 3rd.
6. B. to K's 4th (dis. ch.)	6. K. to R's 4th.
7. B. to K. B's 3rd.	

Mate.

(Black is compelled to give mate.)

1. Q. to Q's 7th (ch.)	1. K. to R's 4th or 5th.
2. Q. to K. R's 3rd (ch.)	2. K. to Kt.'s 4th.
3. Q. to K. B's 5th (ch.)	3. K. to R's 3rd (best.)
4. Q. to K. B's 6th (ch.)	4. K. to R's 4th.
5. B. to K. Kt.'s 6th (ch.)	5. K. to R's 3rd.
6. B. to K. B's 5th (dis. ch.)	6. K. to R's 4th.
7. P. to K. Kt.'s 4th (ch.)	7. P. takes P. *en passant*.

Mate.

SOLUTIONS OF THE PROBLEMS IN CHAPTERS I., II., IV., AND X., BOOK V.

Diagram No. 1, *page* 382.

WHITE.	BLACK.
1. B. to Q. B's 5th.	Black has no choice of moves.
2. B. to K's 7th.	
3. Q. to Q. B's 4th.	
4. Q. to K. Kt.'s 4th (ch.)	
5. K. to K's 3rd.	
6. Q. to K's 4th.	

Mate.

No. 2, *page* 383.

WHITE.	BLACK.
1. Kt. to Q. B's 6th (dis. ch.)	Black's moves are all compulsory.
2. R. to Q. Kt.'s 6th (ch.)	
3. P. takes P. (dis. ch.)	
4. Q. to Q. R's 7th (ch.)	
5. B. to Q's 7th (ch.)	
6. Q. to Q. R's 2nd (ch.)	
7. Q. to K. Kt.'s 2nd (ch.)	
8. Kt. to K. Kt.'s 6th.	

Mate.

No. 3, *page* 389.

WHITE.	BLACK.
1. R. to Q. Kt.'s 8th (ch.)	1. K. to R's 2nd.
2. P. to K. Kt.'s 6th (ch.)	2. K. to R's 3rd.
3. R. to K. R's 5th (ch.)	3. K. takes R.
4. R. to K. R's 8th (ch.)	4. K. to Kt.'s 5th.
5. B. to Q. B's 8th (ch.)	5. K. to B's 5th.
6. P. to K's 3rd (ch.)	6. K. to his 4th.
7. P. to Q's 4th (ch.)	7. K. to Q's 3rd.
8. P. to B's 5th (ch.)	8. K. to B's 2nd.
9. P. to Kt.'s 6th (ch.)	9. K. to Kt.'s sq.
10. Kt. checks.	10. K. to R's sq.
11. P. mates.	

No. 4, *page* 395.

WHITE.	BLACK.
1. B. to Q. Kt's 5th (dis. ch.)	
2. B. to K. B's sq. (dis. ch.)	Black's moves are forced.
3. Q. to Q. R's 2nd (ch.)	
4. R. to Q. B's 6th (ch.)	
5. B. to K. R's 6th (ch.)	
6. Q. to Q's 2nd (ch.)	6. Q. takes Q.

Mate.

No. 5, *page* 395.

WHITE.	BLACK.
1. Q. to Q. B's 8th (ch.)	
2. R. to K. Kt.'s 7th (double ch.)	
3. Kt. to Q. Kt.'s 5th (ch.)	Black's moves are forced.
4. B. to K. Kt.'s 3rd (ch.)	
5. Q. to Q. B's 7th (ch.)	
6. Q. to K's 5th (ch.)	6. Q. takes Q.

Mate.

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